

THIS ISSUE: Free Game Boy supplement ● Super Formation Soccer II ● Mario is Missing ● Rock 'n' Roll Interplay-style ● Bubsy Bobcat ● Jurassic Park latest news ● Desert Fighter

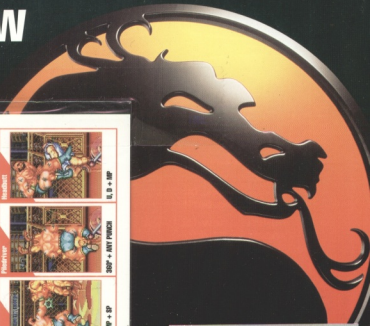
£1.99

SNES FORCE

MORTAL KOMBAT

Exclusive Review

Arcade-perfect or censored beyond recognition? Get the facts in our



Key: CB-Charge Back for 2 secs., CD-Charge Down for 2 secs., FWD-Forward, BK-Back, WP-Weak Punch, MP-Medium Punch, SP-Strong Punch, WK-Weak Kick, MK-Medium Kick, SK-Strong Kick, DG-Diagonal, U-Up, D-Down

Barcelona

Class Roll

Backdrops

Vedra



FIND + ADD PUNCH



CD, U + SN, U + SP

 $U, D + MP$

100% + ANY PUNCH

WP + MP + SP



STREET FIGHTER II

impact
MAGAZINES

9 770969 507001

£1.99 NO.3
SEPTEMBER 1993
PRINTED IN THE UK EXPORT £1.99 STERLING
CREATING 90s READING
SNIES FORCE is an independent magazine and is not
connected with Nintendo of America Inc.

100% SNES

THIS ISSUE: Free Game Boy supplement ● Super Formation Soccer II ● Mario is Missing ● Rock 'n' Roll Interplay-style ● Bubsy Bobcat ● Jurassic Park latest news ● Desert Fighter

£1.99

SNES FORCE

MORTAL KOMBAT

Exclusive Review

Arcade-perfect or censored beyond recognition? Get the facts in our Mortal Kombat special.

Turbo power!

SFI Turbo new moves unveiled

Bloodsucker?

Dracula preview and interview

If your Mortal Kombat and Streetfighter II Turbo quick-reference cards aren't here ask your newsagent for them. (UK only)

Nintendo fever

New Mario, Wario and Yoshi games



impact
MAGAZINES



£1.99 NO.3

SEPTEMBER 1993

PRINTED IN THE UK EXPORT £1.99 STERLING

CREATING 90s READING

SNES FORCE is an independent magazine and is not connected with Nintendo of America Inc.

AND YOU THOUGHT DR. FRANKEN WAS GOOD

Dr. Franken II



Nintendo's GAME BOY™, the Nintendo Power Series and other marks designated as "TM" are trademarks of Nintendo.



Franky is back – with new levels and new challenges, but hurry ... time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

© 1993, Motivetime Ltd.

LICENSED BY

Nintendo



Original
Nintendo
Seal of
Quality

elite

Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.

THE PREMIER FOOTBALL GAME

NINTENDO® SUPER NINTENDO
ENTERTAINMENT SYSTEM™ THE
NINTENDO PRODUCT SEAL & LOGO
AND OTHER MARKS DESIGNATED AS
TM ARE TRADE MARKS OF
NINTENDO

STRIKER™

"WITHOUT DOUBT THE BEST FOOTBALL GAME ON THE SUPER NES"

— Dominik Diamond

"A REALLY BRILLIANT SPORTS SIMULATION, FOOTBALL FANS ARE GOING TO GO MAD ABOUT IT"

— Industry Personality Julian Rignall



- 6-A SIDE INDOOR OPTION
- UNIQUE 3D PERSPECTIVE
- INDIVIDUAL PLAYER ABILITIES
- EDIT SQUAD FACILITY INCLUDING KIT DESIGNER
- VARIOUS COMPETITIONS TO ENTER
- ACTION REPLAY FEATURE
- NEW FIFA RULES INCLUDED

DESIGNED AND DEVELOPED
IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT



LICENSED BY

Nintendo



© 1993, Rage Software.

Original
Nintendo
Seal of
Quality

SUPER NINTENDO
ENTERTAINMENT SYSTEM

elite®

Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852, Facsimile: + (44) 922 743029.

MORTAL KOMBAT



Prepare for Kombat

The most brutal beat-'em-up ever has finally arrived. Forget the rumours, forget the hype, SNES FORCE brings you the exclusive review — seven information-packed pages of carnage, mayhem and the all-important death moves. The action starts on page 26.

Contents

THE Guide

The Code Collection

A comprehensive listing of almost every PC code for the 1940s

84

Personal Services

A new kind of classified advertising service — free to all readers

90

Directory Enquiries

Every 1940s game we have ever encountered — in a single listing

92

over
300
games



14 Brace Yourself

With Jurassic Park taking the country by storm, we talk to Ocean and their software director about everything Jurassic.



18 Bloody hell! Drac's back

Face the wrath of the legendary Count Dracula in our exclusive work in progress then...

20 Midnight Ryder

...let the blood boil in our Winona Ryder interview. The star of Coppola's Dracula talks about life as a vampire.

34 Mortal Kompetition

Win a Mortal Kombat arcade machine worth £3000, plus loads of official Mortal Kombat merchandise up for grabs.

66 Subscribe for £19.99

For half the price of a standard snes game you can become the most-informed snes owner. You know it, makes sense.

67 GB Force

The smaller, smarter handheld has a bigger, brighter supplement. It's packed from cover to cover and it's free.

76 The Complete Solution

This month sees the final instalment of our Zelda solution plus a complete guide to Konami's brilliant platformer, Tiny Toons.



In every issue

News	6
Super League™	24
Letters	64

Reviews start
on page

25

reviewed in full



Bubsy50



Mortal Kombat26



Super Soccer II64



Street Fighter II36



Mario is Missing60



Final Fight 242



JP's Crazy Sports60



Nigel Mansell46



Treaders62

welcome
to **SNES**
FORCE

You would be forgiven
for thinking only beat-
'em-ups are release in
September...



Chris Rice
editor
SFII Turbo



Carl Rowley
production ed
Mario is Missing



Charlie Chubb
senior designer
SFII Turbo



Will Evans
reviewer
SFII Turbo



Simon Hill
reviewer
SFII Turbo



Chris Hayward
reviewer
Mortal Kombat



Tim Hirschmann
reviewer
Mortal Kombat



Rob Millichamp
reviewer
Mortal Kombat

The NEWS

NO NINTENDO CD FOR '93

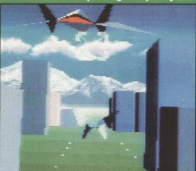
Nintendo has given the clearest indication yet that they will not release a CD unit before the end of the year. Peter Main, marketing vice president of Nintendo of America, made it clear that the software giant is not convinced the time is right for a CD launch. He categorically states: 'Of course we have research, of course we have plans but CD as we see it on the market today is not the answer.'

This would appear to confirm the rumours that Nintendo has scrapped the idea of 16-bit CD system and are instead focusing their efforts on producing top quality Super Nintendo cartridge-based games with a view to releasing an advanced, minimum 32-bit, system in '94. The major stumbling point preventing an earlier release appears to be launching the system at a competitive price.

Peter Main argues: 'There's no point in launching anything (a CD system) yet. The 3DO machine will come in at \$700 (approx £500)... Sega CD is \$299 (£200) and their drive is dead in Japan, dying over here (USA) and suffering in Europe.' Main goes on to say: 'I'm not interested in any \$300-\$400 (£200-£260) machines. I'm not interested in anything much above \$200 (£130).'

Until they can release a high-quality CD system at such a price Nintendo are remaining firmly committed to SNES software and are focusing particular attention on Super FX games featuring the second generation Super FX chip. *StarWing* continues to sell extremely well and the latest SFX game *FX Trax*, a 3D racer, will be available in the USA in December. There is also talk of two more, as yet unnamed, FX games to be released before the end of the year.

So where does this leave Super Nintendo owners? Well, don't hold your breath. Developing a 32-bit CD system for around £130 is an incredibly tough task — and Nintendo have made it clear there'll be no compromise in the meantime just to get a CD system out. We'll leave the last word to Peter Main: 'It looks like we'll have to concentrate on improving the quality and quantity of the games we offer our players.'



Starwing — "...continues to sell extremely well" — so Nintendo's in no rush to jump on the CD rollercoaster. It remains to be seen if they've missed the last ride.

YOSHI'S SAFARI

Producer: Nintendo
Available: August
Status: US release

Here's a nifty new 3D shooter for Super Scope that stars all the wonderful cast of Super Mario World. The object is simplicity itself: get astride Yoshi the friendly dragon and blast enemies that appear from the distance in smooth Mode 7 style as immortalised by *F-Zero* or *Super Mario Kart*. Unlike these great racers, though, there's no driving involved — Yoshi's smart enough to follow the road. All you have to do is pretend you're Mario and concentrate on picking off foes as they approach.

The cute story takes place in Jewelly Land, a magical kingdom ruled by the kind King Pot and Prince Pine, who



shattered by Bowser and his vile minions, who steal the dozen precious gems.

The theft has terrible consequences for the kingdom, splitting it into two worlds of light and dark, and trapping the King and Prince in different worlds. Princess Daisy, hearing of her friend's plight, enlists Mario and Yoshi's help to regain the stolen gems and return peace to the kingdom.

On hitting the road with Yoshi, all you see of him is the back of his head. Try not to shoot Yoshi's head; if you do he turns around and looks at you sadly and reproachfully. But don't be too worried about Yoshi's feelings — your hands are full dealing with the often-familiar Mario World characters coming at you in droves.

Not only do you have to blast away the usual cannon fodder, but you face mid-bosses and stage bosses with unique attack moves of their own. The boss characters are a motley crew including old familiar faces and some new tricky foes, so you have to figure out what their weaknesses are to put them away.

What kind of nasty surprise does Bowser have in store for our heroes for the final showdown? Only time will tell, but you know it's not going to be easy getting to him.

It's good to know that Nintendo is supporting Super Scope with decent software (besides this, the big N has *Battle Clash 2* coming as exhibited at the Chicago CES)... unlike another major hardware-maker that sold a light gun and hasn't followed up with any more games at all.

FIRST SAMURAI

Producer: Kemco
Available: September
Status: UK release

Long ago, before TV, fast food and Nintendo even, the wicked Demon King ruled over the perilous mountain kingdom. Only two things stood between the Demon and total control of mankind — the strength of the Master Sensei and the sorcery of the Wizard Mage. But the day came when the Wizard Mage's magic could keep the mortal Sensei alive no longer, and his powers began to fade. He sought an apprentice, heir to his spectacular skills. He found his man of courage and power and trained him to be the first samurai. The Demon King swooped down from the mountains, froze the pupil with arcane magic, and murdered his master



before his horror-filled eyes.

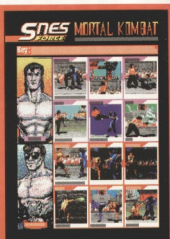
The Wizard Mage sensed the battle, and in his desperate bid to escape, the Demon King transported himself far into the future. It then became the pupil's destiny to follow the Demon and use his incomplete training in an attempt to thwart the evil and enable the Wizard Mage to draw power for the final victory.

He must battle the Demon's minions, using the Wizard Mage's powerful bells to unearth the living mystic runes, and when all five bells in each location have been found, use them to summon the Demon in charge of it.

Originally an Amiga platformer, *First Samurai* has mazes, icons, extra lives and upgrades plus the wonderful 'Aah — my sword!' sample. Using warp lanterns for speedy travel through the five levels, the First Samurai can also use knives, axes and grenades as projectile weapons, with a collectible shuriken circling him for protection. Smart bombs come in the form of a Demon's Bane icon to summon the Wizard Mage's spirit to go to work on any nearby nasties.

Keep your katana handy for September, when the Demon King faces his toughest test on a SNES near you.

happens to be Princess Daisy's friend. In the kingdom are 12 magical jewels that protect the land from natural disasters. But the peaceful existence of Jewelly Land is rudely

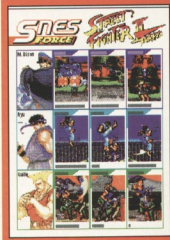


BRUTE FORCE

Anyone lucky enough to have snapped up a copy of last issue will have read our free *Street Fighter II Turbo* novel. This month we're continuing the beat-'em-up theme by giving you part one of our special edition laminated *Mortal Kombat* and *Street Fighter II Turbo* power move cards.

Want to know how to do Sagat's Tiger Uppercut? Or how to perform Rayden's electrifying death move? Just follow the step-by-step instructions on the cards (there's a key on the back of each explaining the abbreviations) to master all the characters' special moves.

Don't worry if all the characters aren't on this issue's cards, you can complete your collection by buying the next issue of *SNES FORCE* which features part two of the *Street Fighter II Turbo* and *Mortal Kombat* power cards — absolutely free! (UK only)



What's it like to rip a still-beating heart from your opponent's chest? Or to punch his head clean off in a spray of blood and gore? In our ceaseless search for truth we talk to the actors and martial artists from *Mortal Kombat* plus we speak to the game's developers.

The Actors

Q: Where did you do the photos for the digitisation?

A: Photos weren't taken for the character digitisation. A video camera and computer were used to convert the video image to an electronic one for use in the game. The camera and computer were set up in a large studio then we set up lights. The fact that real people are used enhanced the images.

Q: How long were you in the studio?

A: About a day of studio time to film each character, but weeks are spent thinking the trademark moves.

Q: How did you film the flying attacks like Rayden's Torpedo and Liu Kang's Thrust Kick — wires from the ceiling, lying on a trolley?

A: Some of the flying attacks are traditional martial-arts moves, others are fantasy moves.

Q: Several characters were played by the same man. Did he try to move differently to stop them looking the same?

A: Daniel Pesina, a martial-arts instructor, played Johnny Cage, Scorpion, and Sub-Zero. He moved differently so that each character would have different abilities and motion instead of just looking different.

Q: Are any of you martial artists? If so, what grade are you?

A: All characters (except Sonya) are black belt (or sashes, in Chinese art) in at least two different systems. Daniel Pesina (Johnny Cage, Scorpion, and Sub-Zero) has 20 years of experience. Ho Sung Pak (Liu Kang) has 15 years' experience. Carlos Pesina (Raiden) has 13 years' experience. Richard Divio (Kano) has 12 years of experience.

Q: How were you chosen? Was there a selection test?

A: The characters were approached by John Tobias because of the style of martial arts they study. Wu Shu is the most difficult and graceful of the arts. Most of the characters were or are national competitors.

Q: If there was a *Mortal Kombat* competition, who would win?

A: Each of the actors is a *Mortal Kombat* player. In real life, Daniel Pesina and Ho Sung Pak compete nationally, while Carlos Pesina and Rich Divio focus on teaching.

Q: If there was a *Mortal Kombat* film, would you like to star in it yourselves?

A: While filming the different characters, we developed their personalities along with their moves. We can honestly say that the actors are the characters in *Mortal Kombat*.

The Programmers/Developers

Q: How does the digitisation process work?

A: The digitisation works as follows: the character's video image is captured from a camera to a disk on a personal computer. A special program on the computer then allows the image to be touched up or edited on a dot-by-dot basis. The colour of each dot can be changed and corrections can be made to the image. Once all the images are completed, the game program causes the individual images to be displayed rapidly in a sequence; this sequence is what makes the characters appear to be real.

Q: How many shots did you take for each move?

A: Many shots were taken and then both the artist and the programmer selected the best combinations of individual shots to make the animation of the characters as perfect as possible. Each move required about three to six takes; the difficult moves took more takes.

Q: How many days did it take to complete the project from start to finish?

A: It took about nine months from the initial idea to when the first sample games were produced.

Q: Okay, where's the blood?

A: The blood's in the arcade version!

Q: What's the code to get the gore back (we know there is one)?

A: There is no gore to Nintendo's standards; the gore is only in the arcade version.

Q: What was the worst part about programming the game?

A: The time constraints and balancing all the players.

Q: Did anything go wrong?

A: Something always goes wrong during programming! An amusing misfortune — Johnny Cage can knock off multiple heads!

Q: What's the next project you're working on?

A: We've started on a new arcade video game that's even better and more fun than *Mortal Kombat*.

■ **Here's another 20/20 profile next month**

SCOPE FOR IMPROVEMENT

Official sources from Japan suggest that the Super Scope is colour blind. They argue that because the colour red in our TV's stays on screen longer — about four times as long as green and five times as long as blue — before it fades away, the Super Scope gun is unable to accurately detect red. This means by the time the fluorescence of a red-coloured enemy fades away, the enemy would have moved and the gun registered a miss!

And there's bad news for importers, as Nintendo threatens to code games so playing them on a different system presents a message revealing the incompatibility of the cartridge — just as Sega has done. The reasons for this are that adapters could damage the SNES (in theory), and that games are designed for the specific TV screen resolution and speed of each country, so they may not work properly in others. Nothing has been confirmed yet, but keep your ears to the ground for action from the big N.

TOTAL CARNAGE

Producer: THQ
Available: Winter
Status: UK release

One of the first games to hit the SNES and wow gamers by making full use of the four main buttons was the arcade sensation *Super Smash TV*. Programmed by the team from vws Industries (of *Mortal Kombat* fame), the sequel will soon be here — *Total Carnage* (or should that be 'Karnage'?).

From the looks of the screenshots we've seen, *Total Carnage* is basically a revamped version of the original game. *Smash TV*'s single-screen rooms are now much larger, scrolling affairs with new weapons upgrades and (we're glad) a increased difficulty level. With a bit of luck there'll also be some strategy, as opposed to the first game's simple and ultimately boring run-and-shoot formula.

Check your local arcade for a sneak preview of what we can expect from the SNES game. Oh, and good luck — you'll need it.

MARIO AND WARIO

Producer: Nintendo
Available: September
Status: US release

The story starts with Mario, Luigi, Princess Daisy and Yoshi out on a picnic in an enchanted forest of fairies. Mario's pleasant outing is cut short when he realises that Luigi is missing. The three friends decide to split up and explore the forest in search of Mario's lost sibling.

While on their search, however, they are beset by Wario in his beloved Bulldog plane, dropping buckets on their heads to obscure their view. Our blinded heroes stumble helplessly through the forest unaware of the many dangerous traps

and nasty pitfalls in their paths. You play the part of a friendly fairy who's too weak to remove the obscuring bucket, but can cast magic spells to clear safe paths for our blissfully carefree heroes.

In this side-scrolling action puzzle game, you can choose which character you wish to lead to safety — Mario, the Princess or Yoshi. Each character moves at a different speed; beginners should start with Daisy as she walks the slowest. As you get better and progress to more difficult stages, you can switch to Mario, who moves at medium speed. Once you've figured the system out completely, move up to Yoshi, trotting along at a brisk pace.

There are ten levels with ten stages each. At each level, the sight-obscuring object is different. The objects include the bucket, a Yoshi eggshell and even an oversized hat. The last level pits you against the most dastardly traps devised by Wario for the final showdown. Can you point and click Mario and his mates to safety and rescue the missing Luigi?



CYBERNATOR™

FALCOM
SOFTWARE



Sissy Cyborgs watch your backs..... Konami is bringing in the big guns!

Take control of an unstoppable war machine equipped with a hyper-space propulsion pack that allows you to do battle anywhere between the Moon and Earth's atmosphere. Armed with 4 devastating weapons and an awesome three-in-one cannon, this giant mechanical warrior is



equipped to annihilate everything in it's path. 7 war torn levels of realistic carnage, so intense you'll feel compelled to run and hide.



SUPER NINTENDO™
ENTERTAINMENT SYSTEM



KONAMI

UP FRONT

Each month Up Front brings you the largest listing of provisional release dates in the business, updated monthly by our team of researchers. If the game you're looking for isn't here, look again next month.

SNES

Goof Troop	Summer
Space Ace	August
Taz-Mania	August
Magic Boy	August
Batman Returns	Autumn
Dracula	Autumn
Super Putty	Autumn
Mr Nutz	Autumn
Final Fight 2	Autumn
Sensible Soccer	Autumn
Quarterback Club	Autumn
Jurassic Park	Autumn
Zool	Autumn
Nigel Mansell's World Championship	Autumn
Alfred Chicken	Autumn
Mega Man	Autumn
Aladdin	Autumn
Andre Agassi Tennis	September
Mario is Missing	September
Striker	September
Out to Lunch	September
Cal Ripken Jr Baseball	September
Plok	September
Asterix	September
Super Dr Franken	October
Robocop vs Terminator	October
Super Battleship	October
Outlander	October
Wing Commander Secret Missions	October
Lawn Mower Man II	Winter
Last Action Hero	Winter
Utopia	Winter
Super Empire Strikes Back	Winter
Alfred Chicken	December
Captain America and the Avengers	December
Might and Magic 3	December
Street Fighter II Turbo	December
Pink Panther	December
Lord of the Rings	December
Impossible Mission	December
Pinball Deluxe	January '94
Steven Seagal	First Quarter '94
Solo Flight 2	Spring '94
Airborne Ranger	Spring '94

CLAY FIGHTER

Producer: Interplay
Available: Late '93
Status: UK release

Street Fighter II, Mortal Kombat... you've seen the head-to-head beat-'em-up idea done to death. But some of these games are so structured and rigid, they lack a certain flexibility. Things are about to change when *Clay Fighter* hits the SNES. It's a one-on-one beat-'em-up featuring the clay animation techniques from such games as *Super Putty* and *Claymates*, which used clay models and digitisation to create effects.

Then there's the *Ranma* series which sells on its sense of humour — *CF*'s gonna have characters like the opera singer Val, who shows you when it's all over by being an obese lady and singing. There's



also Bad Mr Frosty and his ice ball projectile. Then there's the Elvis impersonator who uses his quiff as a whip and has startling karate-chop combos and a belly-thrust move.

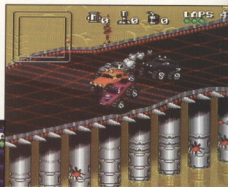
The one- or two-player game promises big things (laughs, mainly). Brian Fargo, president of Interplay, gets the last word: '*Clay Fighter* is our unique twist at the genre of the product, not just another me-too product. *Clay Fighter* is very funny as well as challenging and whether you're playing or watching, you're going to have a great time and a whole lot of laughs.'

We'll reserve judgment until it's finished, but if only for the fun factor, *Clay Fighter* is one to watch.

ROCK 'N' ROLL RACING

Producer: Interplay
Available: Autumn
Status: UK release

Interplay are putting pedal to the metal this Autumn with the latest and possibly weirdest SNES racer. In *Rock 'n' Roll Racing* every vehicle has an armoury of special weapons and attacks, such as jump jets and rogue missiles, and you get a chance to buy even madder ones with cash from



the races.

Race as either an alien or human character, to the kickingest rock soundtrack yet heard. It features favourites such as George Thorogood's *Bad to the Bone*, Henry Mancini's *Peter Gunn* and Steppenwolf's all-time classic *Born to be Wild*. And for in-game running commentary Interplay have sampled the voice of racing commentator Larry 'Supermouth' Huffman. One for rockers and racers alike,

YOSHI'S COOKIES LORD OF THE RINGS

Producer Nintendo
Available August
Status US release

This one-player game starts with a cookie sheet with several kinds of cookies arranged at the bottom-left corner; your job is to move rows or columns of cookies in a style that's best described as a two-dimensional Rubik's Cube. Line up the same kind of cookies in a complete row or column and they're taken off the cookie sheet.

But while you're doing this more cookies fall out of the sky and from the side, so you have to be pretty quick. When you've removed all the cookies, you get to start with another sheet. There are 99 levels in this mode, each with ten stages, so you won't ever run out of biscuits to toss. The one-player mode is an amusing pastime with a certain degree of addictiveness, if perhaps not on par with the classic *Tetris* or *Dr. Mario*.

But don't worry — the real fun of Yoshi's Cookies is in the VS mode where you can go head to head against the computer or a friend. In this mode, you and your opponent



start with a filled five-by-five sheet of cookies. The objective is to line up complete rows or columns of cookies and take them off the sheet. You score points for each set of cookies removed, and the first one to reach a certain score wins.

Every set of cookies removed also places a Yoshi cookie on the screen; line these up and you can scramble your opponent's cookies, earn extra points, take away points from your buddy, render his controls temporarily inoperable and so on. Of course, your foe can do the same to you. Worse still, you can screw up and inflict damage on yourself.

You get your choice of Mario, Yoshi, Princess Daisy or Bowser, each of whom have certain strengths and weaknesses, so decide who's best for you.

As an added bonus there's also a puzzle mode which requires you to clear an entire set of cookies within a limited number of moves. For trivia hounds, this mode was designed by Alexey Pajitnov, who made *Tetris*. Watch for a full review of this colourful bakery madness in the next issue.

Producer: Interplay
Available: Winter
Status: UK release

The name Frodo Baggins mean anything to you? Well if it doesn't then it should. Frodo's the hero of the most famous, at the time ground-breaking, fantasy world ever — J.R.R. Tolkien's Middle Earth. And Interplay are about to squeeze the whole thing into a regular-sized snes cart.

The *Lord of the Rings* trilogy is going to be, unsurprisingly, an adventure game due for release late this year. There are rumours among the Dwarves that it features the largest use of rotoscoping animation ever seen on the snes and the first real-time combat in a party-based adventure title (what about *Shadowrun*?). It is written in ancient lore that the sprites are fluid and lifelike, with realism coming to the fore.

There were 19 powerful, magical



Aragorn the ranger leaps loyally and the dwarves either laugh or join in for glory's sake. You and Frodo won't have an easy time of it, carrying the ring from the Shire through the mines of Moria and countless other locations to Sauron's domain. And watch out for the trolls in the woods!



COMPETITION WINNERS

It's arrived! The moment you've all been waiting for! Forget Mortal Monday, it's Fatal Friday, because (drumroll)... we've drawn the competitions from Issue One!

All you avid fans sent in coupons, postcards, stock-down envelopes and plain old letters — your time has come. The Converse comic tie-breakers ranged from the cringeworthy obvious to the vomit-inducingly crawling to the rather quite funny, really. For your entertainment, a selection of the near misses follows. The best thing about being 6'10" is...

"You can feed giraffes." Matthew Hitchings, Cheltenham.

"When somebody fails you smile it best, and by then it's probably gone." Brendon Breslin (filthy boy).

"You can beat up little geeky people with bald haircuts."

Simon Cruise, County Down.

Being mistaken for the Blackpool Tower and having gorgeous girls looking for the lift down your trousers. Darren Stiles his gaps from rubbish stand-up comedians Robertson.

"See as everything," the S. Shurt.

"You can reach the dirty mags in the newsagents." Subtle innuendo there from Michael Darrington.

I wouldn't know, because I'm not 6'10" says Miss 'tote the obvious' Tina Hutchinson.

And thanks to the (and initials J.T. — we won't be cruel and print your name) who wrote in with the stunningly intelligent and witty answer 'you can play basketball' Cheers for that one!

Enough. The winners — you can get to the juiciest leaves' from Adam 'giraffe' Brown of Suffolk, 'you can get nuzzled in the sals by a seven-year-old' from Chris Berks of Stoke on Trent, 'nobody calls

you fish-face' from the obviously fish-featured Lewis Knowles of Bromsgrove and 'you can use small people as basketballs' from N.R. Musk of Cambridge. The two grand-prize winners are: "The best thing about being 6'10" is being able to scan the top shelves at the newsagents..." for Impact Magazines, of course! from Jon 'cheap' Sendel, and "The best thing about being 6'10" is you can stand in the deep end of the pool and tell the kids to jump in and watch them drown" from Horatio 'sarial killer' Smith of Acromtering.

The Strike Eagle game was pretty popular with you lot, and sickeningly lucky recipients of Strike Eagle game bags will be...

James Page of Pontefract, Paul Davis of Swindon, Robbie Crossland of Sheffield, Adam Crowl of County Durham, Richard Wilson of Jersey, Neil Lover of Poole, B. Smith of Brighton, David Mason of Scarborough, Richard Backett of York, and Matthew Hawkes of Wrexham... and the winner of that leather jacket is Glenn Durrant of Canvey Island, Essex. Free feel to ring incessantly. Glenn.

People with pointy horns on their helmets who've won Last Vikings T-shirts, huge posters and little furry Vikings are... Scott Setwiger of Brun (you know where we mean), Wayne Powell of London, Clive Bilby of Basildon, P.C. Mitchell of Slough, Alan Neale of Tyne and Wear, Ross John Hall of Edinburgh, who appears to have written the answers on that shiny, horrible bog paper, A. Cash of Upminster, Mark Deary of Newark, Christopher Hughes of Wrexham and Mark Pearson of Ashton-Under-Lyne. Don't worry about T-shirt size. Mark, a family of 20

travellers used one as a tent at Glastonbury (the shirts are fairly massive).

We had bags and bags of entries for the Two Mouths No Face comp, and the guys who can be smug because they've beaten 728,998,987 others to the prize are...

Allen 2 videos go to Keith Fowler of Thetford, Neil Cassells of Knaford, Dominic Waton of Southampton, Christopher Skiver of Woodford Green, Bob Dickens of B Ham, Gerd Denton of Stockport, Danny Boyes of Braintree and Mark Hannan of Cheshire.

Lucky folks who get Allen 2 T-shirts (complete with jugged hole in chest) are... Peter John Owen Arden of Cheshire, Shaun Rodger of Johnstone, David Ashcroft of Wigan, Chris Walton of Newark, William Ingleth of High Barnet, Andrew Roberts of Ware, D. Hyams of Daresbury, Ben Mullinger of Hayling Island, Greene Beech of Sunderland, Damien Harlingen of Dublin, Bobby Huang of Oxford, Glen Niven of Enkine, Gordon Perkins of Hareston, LCol D. Watkins of the s.c. Paul Reeves of Hayes, Matthew Hitchings of Cheltenham, G. Nelson of Selsey and James Waltham of Colville.

And the two stand-up cardboard allies are crawling their sinister way toward Christopher Shakespeare of Swindon and Louise Standring of St Annes-on-Sea. Have fun!

It seems you all really want to meet an alien face to face, judging from the response to the Alien War comp. The unfortunate parasite fodder who'll each get a pair of tickets to become a 'host' are... Shaun Wilcocks of Congleton, Jonathan Clarke of Northampton, Lisa Johnson of Leichworth, Tanya Datedon of London, Hywel Reed of Basildon (with a male of the species, Hywel. Cheers for the letter, anyway, he'll send you a big kiss if you really want it), David Mildred of Gloucester, Stephen Harrison of Brixton, Robert Deane of Spalding, Gary Jones of Gwynedd and Nick Bryant of Stroud.

Winners of tickets to the celebrity gags opening ceremony are N. Chadds of Middles and Daniel Swery of Bradford.

DESERT FIGHTER



Producer: Seta
Available: Summer
Status: Japanese release

This action-packed war sim has eight missions in all. Before each mission, you are given a thorough briefing to get you prepared. It describes landmarks



that you have to look for to make sure you drop your payload on the assigned target. As they can vary from large military installations to tiny intelligence posts in urban areas, you have to be careful of the planes and types of weapons you choose, so you don't cause more damage than you absolutely must.

How well you accomplish a mission has a huge bearing on later missions and ultimately the outcome of the war. For instance, if you miss your assigned target and level a civilian building, anti-war demonstrations can occur in your home country that could curtail use of certain weapons. The same could happen if you plaster your own troops in the desert.

How quickly and accurately you accomplish missions with the least amount of weapons usage also determines the amount of fuel and ordnance you will be given for subsequent outings. With these kinds of restrictions, the emphasis isn't on blowing up everything that looks destructible, but flying strategically to demolish targets with surgical precision.

There are ten endings in all, determined by how you play the game. You can return a hero who helped your forces achieve victory, or you could be branded a butcher of women and children in a war that ends tragically for your forces. The outcome of the war is in your hands. The daunting challenge of this innovative flight sim should be a unique experience to even hardened shooter veterans.

LIVE '93



GET YOUR FINGER ON THE PULSE

With all the fuss over the American Consumer Electronic Show, some UK subjects may be feeling a little hard done by. What about a CES for British gamers?

Okay, your wish is our command! LIVE '93 is a brand new electronics show taking place at London's Olympia exhibition halls between September 16th and 20th — and guess who's organising the games section? WE ARE! That's right, IMPACT MAGAZINES (the company who bring you this magazine and its sister publications) are in charge of the entire section.

Going Live

There'll be a gigantic games gallery featuring the greatest in console and computer entertainment. There'll be carts galore and ample room to sample the very latest games, as well as a few surprises due for release next year.

You can take part in our National Games Challenge — our mission is to seek out the UK's most accomplished gamer — and view over one million cubic metres of gizmos and gadgets.

Tickets cost £7 per day (or £16 for a family of five). Look in our news pages for a LIVE '93 preview, where we'll offer 100 pairs of free tickets. All this and more is promised, so tune in next issue for further details.



Striker update

Apologies to Elite, last month we forgot to mention the Mode 7 scaling and its £44.99 price tag.

ShadowRun News

ShadowRun is available in the UK in late September priced £54.99

Charts Charts Charts Charts Charts Charts

JAPANESE SFC CHART

1. **NE** Final Fight 2
2. **NE** Super Bomberman
3. **▼** Dragon Ball Z Super Battle Legend
4. **—** Ogre Battle
5. **NE** Pachinko Story
6. **RE** Metal Max 2
7. **RE** Super Mario Kart
8. **NE** Septentrion
9. **▲** Goliath
10. **RE** Super Tetris + Bombliss

The UK chart is kindly supplied by Virgin Retail

UK CHART

1. **RE** Starwing
2. **NE** Alien 3
3. **RE** Super Star Wars
4. **▼** Super Mario Kart
5. **▼** Tiny Toons
6. **NE** Pebble Beach Golf
7. **NE** Cybrenator
8. **NE** Super NBA Basketball
9. **NE** Jimmy Connor's Tennis
10. **RE** Desert Strike

US CHART

1. **—** StarFox
2. **▲** NBA Basketball
3. **▲** Streetfighter II
4. **▲** Tiny Toons
5. **▲** Super Mario Kart
6. **▲** Super Star Wars
7. **RE** Desert Strike
8. **NE** Super Strike Eagle
9. **RE** Zelda: A Link to The Past
10. **—** NCAA Basketball

EXCELLENT!

THE NEW GAME GENIE!

Game Genie™ for Super NES™ now on sale! Also available
Game Genie™ for Game Boy™, NES™ and Mega Drive™



GAME GENIE

GAME GENIE™ HELPLINE

Information and new codes

0843 231 088

Monday-Friday 12.00 - 19.00

Saturday 08.00 - 12.00

Not a premium-rate telephone number!

This is a standard dialling code.

Invented by

Codemasters

HORNBY

Outstanding 2,000-code
Codebook included! Features
amazing special effects like...

- Infinite/adjustable energy • Invincibility
- Infinite/adjustable lives • Permanent
- helicopter abilities • Be invisible

- Infinite/adjustable ammo • Jump further
- Jump much further

- Infinite/adjustable air
- Infinite/adjustable credits • Level

- select • Max power-ups
- Infinite/adjustable fuel

- Infinite/adjustable armour
- Infinite/adjustable weapons

- Protection • Infinite/adjustable time
- Crash with no damage • Better engine

- Food gives full energy
- Infinite/adjustable continues • Freeze

- timer • Permanent super punch • Make
- games tougher • Super power boost

- jumps • Collect one item to finish level
- Alter rules of sports games • Infinite

- custard pies • Turbo runner mode • Mega
- jumps • No limit to training

- time • Adjustable
- gravity • Triple thrust

- power • Infinite
- /adjustable super powers

- Don't lose tokens
- Easy special attacks

- Run faster • Championship mode
- Dirtiness wears off faster • Always fight

- whoever you want • Adjustable throw
- Grab damage • Hit and you're history

- Turbo fighter mode • Mid-air special
- moves • Rapid-repeater fireballs

- Adjustable special moves • Hit
- opponent from anywhere • Control a boss

- Fruit is even healthier • Start and stay
- super/fire/cape • Quicker power-ups

- Keep the force • Super speed
- tennis players • Infinite/adjustable

- nitro boosts • Race in any country
- Lethal flying elbow drops

- No harm if swallowed by
- monster • Collect more eggs

- Advance experience levels
- Retain game score after continues

- Never starts out • No penalty shots for
- out of bounds • Infinite/adjustable

- multi-guns • Infinite/adjustable
- timeouts • Bad guys are more

- generous with cash • Leap
- tall buildings in a single bound

- Adjustable wind • Automatically win
- aces/qualify • Easily defeat nefarious

- villains • Tastier hamburgers • One
- million gems • Adjustable spin meter

- Keep weapons after dying • Prolonged
- max dragon power • Faster

- strikers • All holes are
- par 5 • Stay big...

- And a lot, lot more.
- Not all effects

- described are available
- in all games. Check the

- Codebook. See if you can spot which
- games the above special effects come

- from! And don't forget that Game
- Genie helps you create your own new

- codes too!

**CONTROL
A BOSS**

**MASSIVE
JUMPS**

**TURBO
NUTTER
MODE**

**TURN
INVISIBLE**

Game Genie™ is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan)). Nintendo is a trademark of Nintendo Kabushiki Kaisha (Nintendo Company Limited (Japan)). Super NES is a trademark of Nintendo Co. Ltd. NES and Game Boy are trademarks of Nintendo Company Limited (Japan). Mega Drive is a trademark of Sega Enterprises, Ltd. Galoob is a trademark of Lewis Galoob Toys, Inc. Game Genie and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd.

Distributed in UK by Hornby Mobiles Ltd., Westwood, Margate, Kent CT9 4JX

Brace Yourself

Thanks to Universal studios, Steven Spielberg and Ocean Software the world's going *Jurassic Park* mad. We take a look behind the scenes at one of the most eagerly-awaited games of all time and talk to Ocean's head of software development, Gary Bracey, about the Nintendo CD, *Jurassic Park* and the 21st century.

Over recent years Ocean software, one of this country's most respected games developers, has asserted itself as one of the prime movers in adapting hot film licences and converting them to successful Super Nintendo games. Ocean's list of scalps include such box-office blockbusters as *Lethal Weapon*, *The Addams Family* and *Robocop 3*, but it's their latest conversion of the Steven Spielberg's remarkable movie *Jurassic Park* that has game players salivating.

Although unfinished, the game is in its final stages of development, so we headed off to Manchester to get the inside story on *Jurassic Park* and who better to talk to through the proceedings than Ocean's head of Software development, Gary Bracey. Here's how the day went...

SNES FORCE: Good morning. Could you start by introducing yourself to our readers. Start with your full name, age, occupation, official job description, unofficial job description, tell us a secret, what's your favourite SNES game and your philosophy on life?

Gary: Name: Gary Bracey.

Age: 35

Officially: I'm the Software Director of Ocean but most people know me as a nervous Wreck.

A secret? (thinks hard then eyes light up) The dinosaurs in the *Jurassic Park* movie are not special effects, but actually genetically-engineered creatures. The government just didn't want anyone to know.

Fave SNES game: *The Legend Of Zelda: A Link To The Past*

Philosophy on life: Life's too short to have a philosophy!

SNES FORCE: Your main project at the moment is *Jurassic Park*. Could you give us brief a synopsis of the SNES version's storyline? Is this different from the film/book?

Gary: The scenario of the game begins as you (Grant) abandon your jeep in *Jurassic Park*, which has suffered a massive security-systems failure, and search on foot for your lost colleagues. The island is enormous and you must find your way through the different sections, encountering various prehistoric creatures, before bringing the systems of the park back on line.

The game is comprised of two contrasting sections; overhead (exteriors) and first-person 3D (interiors), combining various types of gameplay strategy, with an emphasis on arcade action. The game follows the movie pretty closely, although we've had to incorporate extra dinosaurs that were not included in the film (for variety).

SNES FORCE: Although *Jurassic* is almost finished there have been a few problems along the way. Could you explain the history of the project?

Gary: I firmly believe this is the most ambitious, and best, game-of-a-movie there has ever been. We've had more developers on this project than any other, and this inevitably leads to 'creative differences', when you have such a large group. However, with such a great amount of artistic input, this was

actually turned to an advantage.

SNES FORCE: From what we've seen, the game bears virtually no resemblance to what you called the 'crap' version shown at CES. What have you changed and why?

Gary: The SNES demo shown at CES was a two-month-old demo featuring the old 'test' graphics. Due to the developers being on such a tight schedule, they were unable to put together a revised version without greatly compromising the completion date. Unfortunately, we were unaware of this (the development of this

version is being done in Ocean's Californian offices) so there was a great deal of disappointment when we (and everyone else) saw it. As you've now seen, the 'proper' graphics are now in, and it looks (and sounds) superb!

SNES FORCE: Many readers don't appreciate the enormous cost involved in buying a big licence like *Jurassic Park*. How much can you expect to pay for such as title? How many noughts are we talking?

Gary: All licences, it seems, are expensive these days. However, the real cost is relative to the sales that can be derived from the property. What we are essentially buying is marketing, advertising and



**I firmly believe
Jurassic Park is the
most ambitious and best
game-of-a-movie ever.**

public awareness. I believe *Jurassic Park* is probably the 'greatest awareness' property since *Star Wars*. One would argue, therefore, that *WHATEVER* price was paid was justified. I am unable (unwilling?) to reveal the exact advance paid, but six noughts is a good start.

SNES FORCE: Obviously you have very high hopes for JP. What do you think makes it so much better than the other SNES games out there?

Gary: Steven Spielberg said he wanted a 'ground breaking' game. We feel this has been achieved due to the development of the 3D technology in the interior sections.

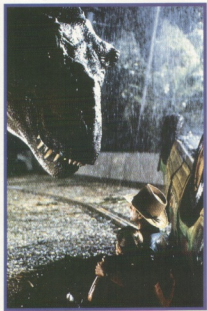
Essentially, we're replicating the effects of the Super FX chip in the standard SNES hardware! Everyone seems to be pretty impressed.

SNES FORCE: Okay, so let's move on. What else can we expect from Ocean over the coming year?

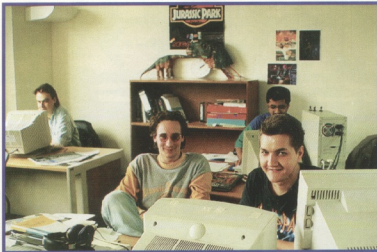
Gary: We have a number of different titles in development for the next twelve months: *Dennis* (a movie title), *Mr Nutz* (original), *EEK The Cat* (a cartoon), *Addams Family Values* (a *Zelda*-type game), *Mighty Max* (a cartoon) and others, yet to be titled.

SNES FORCE: We believe you're also going to be releasing one of our favourite games of all time, *Ranma 2*. Some of our Famicom owners may be familiar with this game but could you explain the rather bizarre story, in your own inimitable style, for any unfamiliar with it.

Gary: Yeah, this is based on a Japanese animated series. *Ranma 1/2* is a martial arts character that can transform into a girl or boy. This is great! I mean, Super Heroes traditionally have secret identities,



'The dinosaurs in *Jurassic Park* aren't special effects, but actually genetically-engineered creatures'



The programming department at Ocean's Manchester offices. 'We've had more developers on *Jurassic Park* than any other project and this inevitably leads to creative differences.'

whereby they shed their 'civvies' and change into some muscle-bound demigod with awesome powers. This guy waves his arm, then...Woosh! He's wearing a frock! Fortunately, the game is great... *Street Fighter II* with tits!

SNES FORCE: A spokesman for The National Viewers and Listeners association has said 'Video games rot the conscience.' What are your views on this matter.

Gary: I am a father of two young children, and I always warn them that the National Viewers and Listeners Association rot creativity and greatly underestimate the intelligence of the people they are supposedly trying to 'protect'.

SNES FORCE: Would you support a scheme giving video games a certified rating as currently applies to videos and films?

Gary: Absolutely, 100%

SNES FORCE: Nintendo have made it obvious they have no plans to make the move to CD until all the possibility of cartridge-based games are exhausted. How much life do you see left in cart-based games?

Gary: I believe the future is cartridges, but not as we currently know them (Jim). CD's present us with a great storage medium, but only from a size perspective — the access times are a real problem, and just don't compare to that of a ROM cartridge.

I believe that technologies will emerge producing the storage size equivalent to CD ROM(s) on a Silicon-based medium, allowing both gigabytes of data and instant access. However, I also believe in Santa Claus, the Tooth Fairy and that if you swallow chewing gum, it will wrap around your heart and kill you!

SNES FORCE: Do you have any plans to develop SNES CD games?

Gary: We will, once Nintendo officially confirm they plan to release a CD-based console.

SNES FORCE: There's been a lot of hype surrounding *StarWing* and the Super FX chip. Do you see the SFX as the way forward? Do Ocean have any plans to develop Super FX-based games?

If not, why?

Gary: The SFX chip gives some tremendous advantages for certain types of games. The problem, is the chip is not cheap, which obviously impacts upon the retail price of the game. Because of this reason only, we have no immediate plans to develop it.

SNES FORCE: For us, the high-point of CES was the 3DO demonstration. What do you think of 3DO and will Ocean be developing games for the system?

Gary: 3DO is a terrific piece of hardware, and for me is the first of the 'next generation' of games machines. We are developing a few games for it, but they won't be ready until next year.

SNES FORCE: As we wandered aimlessly around the

Ocean offices and stumbled upon your office, I couldn't help but notice plenty of hi-tech equipment strewn over your desk — Powerbook, Laser discs etc. You're obviously a guy's who's clued up on forthcoming technology. What do you see for Super Nintendo owners and games players in general in the 21st Century.

Gary: Technology advances so fast, that what is fantasy one day can become a reality the next. Predictions, therefore are limited only to one's imagination. The 21st century? Well, I'd like to experience a fully interactive artificial environment, whereby the 'player' can encounter both realistic and



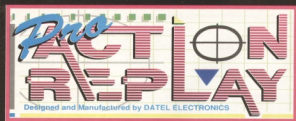
The birth of another *Jurassic Park*-created baby: 'We've had to incorporate extra dinosaurs in the game that were not in the film.'

imaginary scenarios without physical harm. The best analogy would be the 'Holo-deck' in *Star Trek*. Don't expect these things to appear in Dixons for a few years yet, though!

SNES FORCE: Is there anything else you'd like to say to our readers?

Gary: Yes, I'd like to make the point that companies such as Ocean depend an awful lot on feedback from people like you readers. It is you we write the games for, so we would like to hear a lot more about what you like and dislike in games, both generally and ours in particular. The more we hear about your preferences, the more we can design games with your needs in mind. Drop us a line!

If you would like to get in touch with Ocean Software the address is: Ocean Software Ltd, 2 Castle Street, Castlefield, Manchester M3 4LZ.



THE GAME CAR

MORE LEVELS ENERGY LIVES POWER

UNLIMITED SPECIAL EFFECTS



FOR THE SUPER NES™

£49.99

▶ Action Replay even works as an adaptor so you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console.

"NINTENDO", "GAMEBOY", "SUPER NES" & "NES" ARE TRADEMARKS OF NINTENDO OF AMERICA INC.



FOR THE GAME BOY™

£34.99

* IMPORTANT
ACTION REPLAY IS NOT DESIGNED,
MANUFACTURED, DISTRIBUTED OR
ENDORSED BY
NINTENDO OF AMERICA INC.

DATEL
Electronics
LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

OR CALL AT OUR LONDON SHOP: 225, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 580 6460

ULTIMATE BUSTING TRIDGE

WITH THE ACTION REPLAY CARTRIDGE YOU CAN
NOW PLAY YOUR FAVOURITE GAMES TO DESTRUCTION!!!!

"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"

TOTAL!
94%

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay Cartridge for your SUPER NES™, NES™ and GAME BOY™ Console.

► So easy to use...if you can play the game you already know how to use Action Replay. Simply input any of the thousands of codes and bust your games wide open!!!

INFINITE
GAME-BUSTING
CODES
WITH
BUILT-IN CODE
GENERATOR!!!

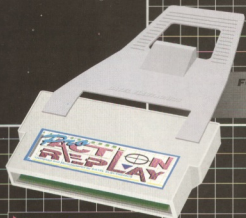
► With its unique built-in "CODE GENERATOR", you can actually find and create your own cheats. No need wait for code updates. With this unique feature you have the ability to crack the latest games as they are released. No other product can offer this!



► Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use.

ACTION REPLAY HELPLINE

INFORMATION AND NEW CODES
0782 745990 for the SUPER NES™
0782 745991 for the GAME BOY™
0782 745992 for the NES™
line open 9.am - 5.30pm Mon-Fri.
9.30am - 1.30pm Sat.



FOR THE NES™

£34.99



NEW

FOR THE SUPER NES™

£14.99

► Action Replay even works as an adaptor so you can now choose from the huge range of US software and play it on your UK NES Console.

► With the **NEW** Pro Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console... even so called "NTSC only" games from the US!!!

AUSTRALIAN DISTRIBUTOR KAYLEE PTY LTD TEL: 09 3101962

ALSO AVAILABLE FROM ALL GOOD GAMES STORES INCLUDING:



GAME CENTRES

W H SMITH

WOOLWORTHS



**24 HOUR MAIL
ORDER HOTLINE**

0782 744707

ORDERS NORMALLY
DISPATCHED WITHIN 48 Hrs.



Bram Stoker's Dracula



Forget the romantic Dracula of the recent movie — in Psygnosis's new SNES game he's only good for being staked. Hang garlic round the doors and get into this chiller of a cart...

Long ago, the count was an upstanding knight, sailing off with the Crusaders to help defeat the infidels. His men cut a devastating swathe through the enemy ranks, spurred on by his righteous determination. But the enemy sent a false letter to his wife informing her that

The game follows a book-like format where each new scenario is heralded by the turning of a page.

he'd been killed in battle — and, shattered by the news, she threw herself from a high window into the castle moat.

Dracula returned from the Crusades triumphant, only to be told his wife was dead and yet that he could never go to heaven if he followed her example. This unsettled even such a God-fearing knight and he went berserk, plunging his sword into a crucifix in the medieval version of sticking two fingers up at God. And from that moment he has roamed the earth, a twisted monster.

Now it is the present day. Harker, the estate agent handling Dracula's purchase of a house in England does not realise that his girlfriend Lucy is the reincarnation of Dracula's wife many centuries ago. A nightmarish love triangle develops, as Dracula tries to find final rest with the help of Lucy, while Harker fights to get his girl back and kill Drac off, too.

WORK IN PROGRESS

The game follows a booklike format often seen in films, where each new level/scenario is heralded by the turning of a page. This enables Psygnosis to use scene-setting graphics and to introduce the player to each new challenge.

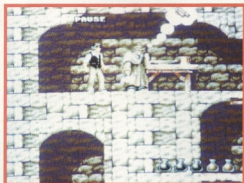
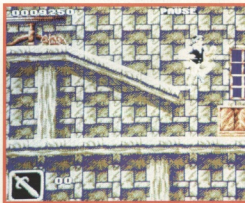
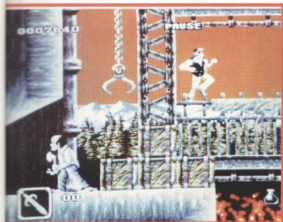
Set over seven levels of atmospheric gloom, *Dracula* sprawls across the infamous, gothic Castle Dracula, the vaults below, the crypt at Hillingham (the English manor which Dracula wants to buy), and Carfax Abbey in London, switching between present-day ruins and the medieval originals in their full glory.

Gameplay involves finding weapons and discovering clues, looking for corpses hiding essential objects and discovering secret passages to find the undead guardians. These include such gory apparitions as the undead vampire form of Lucy (Dracula's original bride), a stone dragon brought to life by his three evil banshee brides, a madman, and Dracula as an old man, giant bat and resplendent evil terror.

However, the real attraction of the game lies in the spooky, atmospheric graphics. The settings reflect the darker side of the myth, and backdrops pay gruesome attention to every eldritch detail.

So if your faith in God is broken, you've got a craving for tomato juice and your girlfriend's standing by the window, read on and exorcise those evil spirits!





'A treat to look at'



Simon

Strikingly well-drawn and well-shaded graphics help to recreate the mood of the film, while music and spot effects also contribute to the atmosphere. Each of the seven long levels offers a huge number of things to discover and kill, including bad guys with some excellent animation. The presentation is also innovative: a huge animated book guides the player through the game, with each page becoming a level.

The end-of-level bosses are very impressive: the boss in level two, for example, is a massive stone dragon brought to life by the three brides of Dracula. And the final battle with Dracula himself is a treat to look at — Drac is portrayed in a red battle suit and carries a huge sword which he uses to dispatch anyone foolish enough to get in his way. This is a good game which comes together very well, and manages to capture all the atmosphere of the film.

Midnight



Winona Ryder talks...

Ryder

Once upon a time, Winona Ryder would have had nothing to do with a Dracula movie. Teen angst roles in lightweight comedies like *Mermaids* and *Welcome Home Roxy Carmichael* were her thing. But that changed the day her agent handed her the screenplay for *Bram Stoker's Dracula*...

'My first reaction was to think of getting a new agent,' jokes the 21-year-old actress. 'But seriously, I've got to admit that when I first saw the script I wasn't at all excited by the project. I've never been a big horror movie or Dracula fan. I always pictured it as a kind of campy, 'I want to suck your blood' sort of thing. I just thought it was kind of corny.'

However, she quickly changed her mind when she actually took the time to read the script, and realised that Jim (Hook) Hart's screenplay remained unusually faithful to its classic source novel. And in an age where juicy female roles are rarer than hen's teeth, it was even more attractive to the actress because of the way it told the famous story through the eyes of her character, Mina Harker, the object of Drac's affection.

'Here was this incredibly emotional love story,' says Winona. 'I didn't have any idea it would be that way. I've never seen a Dracula film, except the first *Nosferatu*. I really liked my role. It really hit me, her struggle and her independence in a time when it was freakish for a woman to be independent. I loved the romance too. I thought it was very beautiful.'

And 'I knew Francis [Ford Coppola] was the perfect person to direct this movie,' says Ryder. 'He's so theatrical and colourful and operatic.'

Love bites

Coppola went for it in a big way, with a \$40 million budget and a big-name cast. The rest, as they say, is history. But now, of course, everybody and his aunt

knows the story of Bram Stoker's *Dracula*, and how former screen Sid Vicious Gary Oldman ('Who are you calling a count?') does a soulful riff on the vampire king as he attempts to put the bite on his lost love Winona. Okay, so the romance gets a bit heavy at times, so much so in fact that it frequently appears like we might have strayed into Mills and Boon's *Dracula* instead of Bram Stoker's. But audiences everywhere loved it, and what the heck, at least the computer game isn't soppy!



Okay, so the romance gets a little heavy at times but audiences everywhere loved it, and what the heck, at least the computer game isn't soppy!

Lucky old Gary Oldman got to do some heavy-duty necking with Winona, though the actress explains that 'If you watch the movie, you'll realise I don't have that many scenes with Gary. He's a wonderful actor, really talented, and a very emotional actor with a lot of access to his feelings. He also had to go through a lot of makeup changes, so that must have been difficult for him.'

She also has a lot of praise for *Bill and Ted* star Keanu Reeves, awesomely miscast, dudes, as Mina's English fiancé Jonathan, an estate agent who gets his blood sucked (now there's a switch...). 'He's very talented, and a wonderful person to be around,' she says. 'We're sure she's right, but most critics agreed

that Reeves's dreadful English accent in the movie was not much fun at all — only a few notches behind Dick Van Dyke's appalling Cockney in *Mary Poppins*!

The story of *Dracula* has always been about the release of female repression. One nip in the neck from old fang-face and those Victorian gals start loosening their corsets. 'When Mina falls in love with Dracula, she blooms,' agrees Winona. 'Eventually, as she becomes a vampire, she almost explodes with everything she has been holding in for so long. I really do let it all out!'

But it looks to us like she insisted on keeping something back, like in the scene where she slips into vampirism, and all you see is her pulling teasingly her corset. 'I wouldn't do nudity,' she says firmly. 'The reason that Mina's pulling at the dress is because, when you go through the whole process of becoming a vampire, you try to get everything off. You become very animalistic, and an animal wouldn't want to be in a corset...'

Play it again Bram?

In conclusion, she says that she looks back on *Bram Stoker's Dracula* one of the most enjoyable work experiences of her short career to date. 'Of course a

film is always different from what you think you did, and in fact I wasn't even there for a lot of it — like the Castle Dracula scenes. We originally shot an ending with me running out of the castle and into Jonathan's arms, but it wasn't used. The note that it now ends on is more powerful, because it concludes on me with Dracula.'

But it was a completely different era and setting, which I loved, and it's definitely a movie-movie, as opposed to one of those films where everyone talks all the time and you could be watching a photographed stage play. It's always hard to judge. But I'm really proud of the film and everyone in it. Everybody did an exceptional job. ■





THE CONSUMER ELECTRONICS SHOW
OLYMPIA 16-20 SEPTEMBER

IT TAKES AGES TO REACH THE END.

Check this out!

LIVE '93, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, in-car stereos, cameras, camcorders, telecoms, cable and satellite equipment.

And games. More games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Impact's Forcefield Plaza for all the latest games, hints and cheats – and take part in their National Games Challenge.

Mega or what?

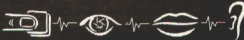
But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions – you name it.

Believe us. It takes ages to reach the end.

Tickets cost £7 or £16 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on 071-373 8141.

LIVE '93



GET YOUR FINGER ON THE PULSE

Tickets cost £7 each or £16 for a family of two adults and three children.
(If you're under 16, you need to be accompanied by an adult.)

The Super

LEAGUE

Mortal Kombat put up a strong fight but, *SFII Turbo* remains our number one beat-'em-up. Next month *Dracula* stakes its claim to the title. Remember, the Super League games reviewed in this issue are coloured red.

Arcade

- 1 Ghouls'n Ghosts
- 2 Castlevania IV
- 3 Super Pang
- 4 Joe & Mac 2
- 5 Chuck Rock
- 6 Super Bomber Man
- 7 Taz-Mania
- 8 Super Adv. Island
- 9 Dragon's Lair
- 10 Joe & Mac

Adventure

- 1 Legend of Zelda
- 2 Shadowrun
- 3 Out of this World
- 4 Soul Blazer
- 5 Mystical Ninja
- 6 Drakkenhen
- 7 Actraiser
- 8 Gods
- 9 Rocky and Pocky
- 10 Final Fantasy

Beat-'em-up

- 1 Street Fighter II Turbo
- 2 Street Fighter II
- 3 *Mortal Kombat*
- 4 Ranma 1/2 Part II
- 5 Batman Returns
- 6 Final Fight
- 7 Rushing Beat Run
- 8 Super Double Dragon
- 9 Turtles IV
- 10 Tuff E Nuff

Platform

- 1 Super Mario World
- 2 Mickey's Magic Quest
- 3 The Addams Family
- 4 Tiny Toons Adventure
- 5 Prince of Persia
- 6 Smartball
- 7 Pugsley's Scav. Hunt
- 8 James Pond: Robocod
- 9 Hook
- 10 RR: Death Valley Rally

Puzzle

- 1 The Lost Vikings
- 2 Lemmings
- 3 Super Tetris/Bombliss
- 4 Krusty's Spr Funhouse
- 5 Push Over
- 6 Q*Bert
- 7 *Troddlers*
- 8 Spin Dizzy Worlds
- 9 Monopoly
- 10 Jeopardy

Shoot-'em-up

- 1 Alien³
- 2 Super Star Wars
- 3 Parodius
- 4 Cybernator
- 5 B.O.B.
- 6 Super Probotector
- 7 Pop 'n' Twinbee
- 8 Axelay
- 9 Starwing
- 10 Super Swiv

Sports

- 1 Super Mario Kart
- 2 Top Gear
- 3 Super NBA Basketball
- 4 John Maddens '93
- 5 Super Tennis
- 6 Striker
- 7 Super Soccer
- 8 Extra Innings Baseball
- 9 Exhaust Heat II
- 10 *Nigel Mansell F1 Chal.*

Strategy

- 1 Pilotwings
- 2 Desert Strike
- 3 Sim City
- 4 Populous
- 5 Super Strike Eagle
- 6 Mech Warrior
- 7 Sim Earth
- 8 Power Monger
- 9 Sky Mission
- 10 Super Battletank

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be

constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles

are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review Section

...is total coverage — 38 information-packed pages of unbiased and comprehensive coverage designed to make you the most knowledgeable SNES owner around.

Game Type

Our SuperLeague™ category — indicating what type of game is being reviewed

What the makers say

A chance for the people who produced and market the game to do a short sell to you

Controls

Which button does what when controlling the game. If a button does nothing, we say so.

First Impression

As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a "first impression" session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fairs, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point).

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score

One of the team is assigned the game for a complete review after the First Impression sessions have been completed. The first day score achieved is a good indication of how difficult (or otherwise) a game is.

SuperLeague™ placing

If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™.

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Normally only titles worthy of our Smash! accolade make it.

Final day score

The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Comment

A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box

The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.



Reviewed in full

Mortal Kombat	26
Street Fighter II Turbo	36
Final Fight 2	42
Nigel Mansell's F1 Chal.	46
Bubsy	50
Super Formation Soccer II.....	54
Mario is Missing.....	58
James Pond's Crazy Sports	60
Troddlers.....	62



Beat-'em-up

Producer Acclaim
Supplier Acclaim

Price £39.99
Status Official UK release

Players 2
Lives n/a
Continues infinite
Extras none

What the makers say...

Street Fighter II has had its day. *Mortal Kombat* is faster, much more exciting and the graphics are of a much higher standard.

■ Nick Garnall

Controls

	Low punch
	Low kick
	High punch
	High kick
	Block
	Block

First impression



Looks hot and sounds great but the death moves are tricky to perform.



Where's the gore? The digitised graphics are virtually arcade quality.



Wow! This looks arcade perfect — the Gorro sprite is incredible.

First day score

Simon Normal
FINISHED

Mortal

The great *Mortal Kombat* debate continues — is it arcade-perfect or censored beyond recognition? We trade punches with the most violent game ever.

Midway's *Mortal Kombat* has been stunning arcade junkies for more than a year with digitised live-action graphics, gruesome special effects and bucketloads of blood and gore. And on September 13 — *Mortal Monday* — it's unleashed on the SNES.

The death moves, such as a foot in the heart, are censored versions of the even gorier arcade moves.

Choose from seven martial-arts experts. Liu Kang is a Chinese monk renowned for his flying kick. Lieutenant Sonya Blade learned to fight in the US Army — her speciality is the kiss of death. The shadow kick is the trademark of Johnny Cage, an American movie star. Kano, a ruthless criminal and member of the evil Black Dragon organisation, dazzles enemies with his cannonball attack.

Immortal Thunder God Raiden charges opponents with lightning, while Sub-Zero, a Chinese ninja-type assassin, freezes his victims. Scorpion is a reincarnated spectre

hellbent on revenge against his murderer, Sub-Zero. He uses a harpoon to spear enemies, then burns them to cinders.

Here comes the mirror man

In one-player mode, fight each of the six warriors before a mirror match with your clone. Survive this ordeal and there's an endurance match against two gruesome guards. Last this testing challenge and face a showdown with Goru, a four-armed mutant unbeaten in 500 years. But defeating the champion isn't enough to secure the tournament title and prize money: the final task is to overcome grandmaster Shang Tsung in a gruelling battle to the death.

Two-player mode is standard head-to-head brawling with the added drama of 'finishing' opponents in a number of stomach-wrenching ways. These 'death moves', executed by a complex series of joystick moves, include a foot into the heart and a sheer drop onto spikes. They may sound horrendous enough, but these fatal finishing manoeuvres are censored versions of the even gorier arcade moves.

Turbo power?

Controls are similar in style to *Street Fighter II*, with weak and strong punches and kicks. Blocking is activated by pressing the [LEFT] and [RIGHT] levers so *SFII* fans will be caught off guard more than once pressing the pad in the opposite direction only to be showered in a tirade of punches and kicks.

The first fighter to win two 90-second bouts is proclaimed champion. A tally of bouts won and name of present victor looms onscreen for all to see. Every hit landed reduces an opponent's energy bar, although the amount of damage caused can be altered on an options screen. There are five difficulty settings ranging from very easy to very hard. The challenge awaits — roll on *Mortal Monday*.



Johnny Cage

A martial arts expert who uses his skills to make him the biggest action movie star in the world. Johnny's a cool dude and a bit of an egotist to boot.



Green Fireball: [BACK] on the joystick, then [FORWARD] and Low Punch for a green ball of flame.



Kombat



Sub Zero

Sub Zero's a Lin Kuei ninja whose past is unknown, apart from a contract killing he performed years ago on a fellow ninja known as Scorpion.



Ice blast: for an 'iceball' which freezes opponents until you hit them, start with [DOWN] on the joystick, then [DIAGONALLY DOWN] and the way you're facing, then [FORWARD] and low punch (just like Ryu's Hadoken)

Death Move:

Super Ice Blast. [FORWARD], [DOWN], [FORWARD] and High Punch together freezes an opponent death. Now smash them to pieces.



Sliding leg-sweep: to slide under a projectile attack and leg-sweep your opponent, [DIAGONALLY BACK] on the joystick plus [BLOCK], Low Punch and Low Kick simultaneously. Difficult to do but really effective once mastered.



'Don't believe the hype'



The graphics are brilliantly digitised, with fluid movement and plenty of speed. The music is also exceptionally good; moody, atmospheric settings and crunching sound effects. Though it doesn't live up to the hype, *Mortal Kombat* is by no means bad —

there just isn't as much skill involved as there should be.

Controlling the fighters is often cumbersome — blocks aren't instantaneous, so blows can be delivered before opponents have recovered from a previous attack. I can't understand why death moves can only be executed at the end of a match. Surely it would be more playable if you could use them any time — and when the command 'Finish him' is blurted out, it doesn't matter if you use a death move or not, the enemy still falls over dead.

It's also a pity some of the backgrounds are so sparse, black with a few clouds in one area. Is this due to memory restrictions or programming laziness?

Mortal Kombat never offered anything new as an arcade; the fantastic trimmings were what made it stand out. Without them, it's practically naked, having to rely on playability alone. It does play exceedingly well, but with the blood, guts and spines lost in conversion, disappointment is inevitable. A try-before-you-buy.

88%



Shadow kick: Cage's best attack from his movies goes. [BACK], [FORWARD] and Low Kick.



Death Move: Kick To The Heart. [FORWARD] three times and then High Punch to kick 'em where it hurts.



Splits kick: [BLOCK] and Low Punch together access this close-range surprise manoeuvre.



Lui Kang

Lui Kang was a member of the Lotus society, until he saw the light and left to join the Shaolin monks. He now fights for their honour, possibly to avenge the Shaolin monk champion killed by Goro all those years ago.



Fireball: a very speedy fireball executed by tapping [FORWARD], [FORWARD], then High Punch.



Flying thrust kick: a brilliant move propelling you across the screen at speed, kicking an enemy in the chest. [FORWARD], [FORWARD], High Kick.



DEATH MOVE: 360° Kick followed by Uppercut. To spin and scissor kick your opponent then uppercut them high into the air, rotate the joypad 360° toward the enemy.



Scorpion

An extremely mysterious character, this reincarnated spectre was murdered by Sub Zero. Scorpion is out for cold revenge.

Death move: breathe fire at enemies' feet. Hold [BLOCK] and tap [UP] twice on the joypad to reveal your skeletal visage and flame grill your opponent.



Teleport punch: disappear and reappear next to an opponent for an incredible punch they won't be expecting by pressing [DOWN] on the joypad, then [DIAGONALLY DOWN] and [BACK], then [BACKWARDS] and High Punch. Good to use with spear attack



Spear attack: an easy but effective projectile spear which drags an enemy over and renders them helpless for a few seconds, devastating when followed by uppercut punch ([DOWN] then High Punch). Tap [BACK] twice on the joypad, then Low Punch.





Kano

Member of the infamous Black Dragon gang and all-round mercenary type. Pursued by the police, Kano stowed away on the first boat he could and found himself stuck in the tournament.



Head smash: High Punch when real close to your opponent and use your metal plate to inflict serious damage on their skull.



Roll: a Blanka-style cannonball roll attack, hold [BLOCK] and rotate the joystick 360° towards opponent, release [BLOCK] to let it fly.



Knife throw: best used in close range. Surprise foes by holding [BLOCK] and going away then toward them on the joystick.



Death move: tear your opponent's heart from their chest. Press [DOWN], [DIAGONALLY DOWN] and [FORWARD], [FORWARD] and Low Punch.



Flying punch: as your opponents jump, press [FORWARD], then [BACK] and High Punch simultaneously to halt their flight.



Death move: Kiss of death. For Sonya's fatal kiss press [FORWARD], [FORWARD], [BACK], [BACK] and [BLOCK].

Sonya Blade

This agile amazon learned to fight in the US Army. She now forms part of a top secret paramilitary anti-crime unit. Kano is currently top of her most wanted list.



Energy wave: hurl a series of energy rings by pressing Low Punch, then [BACK] on the Joypad and Low Punch together.



Flip-kick: to bend and pin your opponent press [DOWN], Low Punch, Low Kick and [BLOCK] simultaneously.



Rayden

The legendary thunder-god warrior who lives in the hills, Rayden has assumed human form for the contest.



Lightning bolt: [DOWN], [DIAGONALLY DOWN] and [FORWARD], then [FORWARD] and Low Punch to fire electric blue lightning from your fingertips.



Death move: Killer lightning. To incinerate your opponent, tap [FORWARD], [FORWARD], [BACK], [BACK], then [BACK] and High Punch.



Torpedo: similar to Honda's flying headbutt. Tap [BACK], [BACK] then [FORWARD] on the joystick and listen to him shout.



Teleport: appear next to your opponent by pressing [DOWN] on the joystick, then [UP] immediately.



Rib-cracking



Johnny Cage

High punch, Low punch,
Uppercut, Shadow kick

211000

LIU KANG



Kombinations



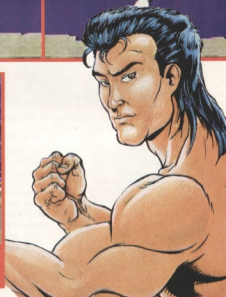
Kano

Knife throw,
Roll



Liu Kang

Uppercut, Flying thrust
kick



Sonya

Uppercut, Double energy
wave

'Almost arcade-perfect'



Little of the arcade game's blood is here, and the death moves have been toned down. For example, in the arcade Johnny Cage's death move is punching the opponent's head off his shoulders in a flurry of blood, while in the SNES version he delivers a kick to the chest.

This aside, *Mortal Kombat* is an arcade-perfect conversion and awesome to look at. The digitisation on the fighters is brilliant, with some of the best animation I've seen on any home machine, ever; you could be forgiven for thinking you were playing the arcade. The

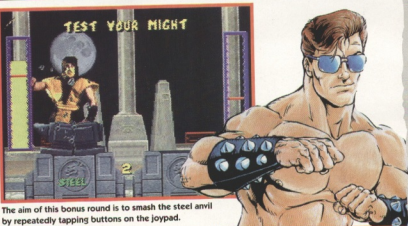
sound is also amazing, with the arcade's music perfectly recreated, as well as speech throughout the fight and when a fighter is chosen.

The five difficulty settings ranging from very easy to very hard, at which level the game will take ages to complete. You can also change the configuration of the buttons to suit your taste, and there is a useful handicap system to make two players more evenly matched. Unfortunately it's impossible to turn the time limit off, which proves annoying.

Mortal Kombat's only important fault lies in the gameplay: it just does not have the depth of games like *Street Fighter II*. You can win battles with a small number of moves, and don't really have to develop combinations and tactics. The blocking method is also awkward. Having to hold down the [L] or [R] button can be dodgy, and when you block, attacks still take off energy — even normal light punches. To be fair, this was also the case in the arcade version.

Despite these small problems, *Mortal Kombat* remains an excellent conversion and should be very high on any beat-'em-up fan's shopping list.

91%



The aim of this bonus round is to smash the steel avil by repeatedly tapping buttons on the joystick.



Beat Goro and you must fight Shang Tsung.

Right: his sorcery allows him to take the form of any of the other seven fighters.



I will finish you!

Final analysis



A tough challenge until I discovered repeated leg sweep kill defeat almost all the characters.



Easily completed though always a laugh in two-player mode. Death moves are disappointing.



No blood and gore takes a lot of the original appeal away exposing average gameplay.

Final day score

Simon

Completed on all settings

00F FINISHED

SUPER LEAGUE

2 STREET FIGHTER II

3 MORTAL KOMBAT

4 RANMA 1/2 PART 2

BEAT-'EM-UP

Great graphics and gameplay ensure this is a top five hit but the lack of serious challenge prevents it from topping *SFII*.

Sound

91

Superb sampled speech featuring the classic line 'Get over here...'. Brilliant!

Graphics

92

Groundbreaking digitised graphics make this a virtually arcade perfect.

Playability

88

Special moves take a little practice and death moves are even harder but the pace is fast and furious

Lastability

80

Lasting appeal as a two-player game but way too easy in one-player mode.

Force factor

87

If it wasn't for the low difficulty setting and heavy reliance on leg sweeps, this would be arcade perfect.

100

Mortal Kombat

Kompetition

Who can make you the envy of everyone you know, make you nine new enemies for life and save you a load of pound coins? SNES FORCE can, with a little help from Acclaim, *Mortal Kombat* and a £3,000 cheque!

Mortal Kombat is fast becoming the SNES sensation of this summer, upstaging all rivals and threatening to take the coveted title of best-of-the-year. Crashing into the arcades last year and blowing everyone away

with stunning digitised graphics and awesome gameplay, it's not surprising *Kombat* is such a hit.

You can catch up on the details of the most gory, hyped coin-op conversion for years in our exclusive seven-page *Mortal Kombat* review starting on page 26.

But with a 50p-a-game price tag, opponents that are tougher than nails and £3,000 if you wanna buy the machine, it's going to cost a bomb to wow the gang in the local arcade.

Unless you're the winner of our *Mortal Kombat* competition that is, because one lucky individual will get three grand's worth of arcade beauty delivered straight to their door. Yep, you heard right, your very own *Mortal Kombat* arcade machine — think of the look on your mates' faces when they see it!

That's the instant popularity we mentioned and you'll certainly save yourself a fortune, but we did promise you nine new enemies to dodge in the street. Well, we're a fair bunch at SNES FORCE and can't bear to see such a brilliant prize go to some useless spanner who has loads of luck. So the ten winners will be speared and with a cry of 'Come here!' yanked all the way to the Impact Magazines offices on the end of a very long rope.

Here the Grand Tournament will commence, the ten winners battling it out on the *Mortal Kombat* arcade machine for the privilege of owning it.

But no-one leaves empty handed, all ten tournament entrants and an additional 15 compo entrants get *Mortal Kombat* badges and limited edition T-shirts, with a further 25 badges going to the first people to write SNES FORCE IS THE BEST MAGAZINE IN THE WORLD on their envelopes — the bigger you write it the better!

And for our adult readers (over 18s ONLY), two of you can drown your sorrows with a bottle of limited edition, won't-see-'em-in-the-shops *Mortal Kombat* champagne! This bubbly is specially packaged and designed for *Mortal Monday* (September 13), and is bound to stump them on the Antiques Roadshow in a hundred years time.

So that's a staggering...

- £3,000 *Mortal Kombat* Coin-op Machine
- 25 *Mortal Kombat* T-shirts
- 50 *Mortal Kombat* Badges
- And Two Bottles Of Priceless MK Champagne!

It's the chance of a lifetime but competition is going to be fierce so get your entries in early. To be in with a fighting chance fill out the coupon on the left and send it to SNES FORCE *Mortal Kombat* Kompo, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.

Competition closes on August 30th.

Simply answer these questions, then get those biceps oiled up!

- 1) Which *Mortal Kombat* character has four arms?
- 2) What is the name of the only female character?
- 3) Which character wears a silver face mask?

Name.....

Address.....

Postcode.....

Age.....

The editor's decision is final because he knows Gorro's bruvver and no correspondence will be entered into because Sub-Zero's frozen his lips off. If you don't want to receive mail from other companies please tick this box. ☐



Z



N



SUPER NINTENDO

STREET FIGHTER II TURBO
TO ORDER YOUR COPY CALL NOW!

ADDAM'S FAMILY 2 (PUGSLEY'S)	£42	TRODDERS	£40
ALIEN 3	£43	WAIALAE GOLF	£39
AMERICAN GLADIATORS	£42	YOSHI'S COOKIES	£45
BATMAN RETURNS (UK)	£44	ZELDA 3	£39
BATTLETOADS	£45		
B.O.B. (UK)	£43		
BRAWL BROTHERS	£45		
BUBSY THE BOBCAT	£45		
CLAYMATES	£45		
CONTRA III	£43		
CYBERNATOR (UK)	£43		
DESERT STRIKE	£40		
DUNGEON MASTER	£48		
F-15 STRIKE EAGLE	£43		
FATAL FURY	£45		
KING ARTHURS WORLD	£42		
LEGEND OF MYSTICAL NINJA	£42		
LETHAL WEAPON	★★£30★★		
LORD OF THE RINGS	£45		
MARIO KART	£39		
MARIO ALL STARS	CALL		
MECH WARRIOR	£43		
PARODIUS (UK)	£44		
POCKY & ROCKY	£45		
PRINCE OF PERSIA	£43		
ROAD RUNNER	£43		
SHADOWRUN	£49		
STAR FOX	£46		
STAR WARS	£45		
SUPER BASEBALL 20/20	£45		
SUPER TURRICAN	£39		
T-2: JUDGEMENT DAY	£45		
TOP GEAR 2	£43		
TERMINATOR	£43		
TINY TOONS	£43		

GAMEBOY

ALIEN 3	£19.00
EMPIRE STRIKES BACK	£20.00
KRUSTYS FUNHOUSE	£19.00
SUPER KICK OFF	★★£15.00★★
SUPER MARIO LAND 2	£25.00
TERMINATOR II (ARCADE GAME)	£19.00
TOP GUN GUTS & GLORY	£20.00

ALL TITLES USA UNLESS OTHERWISE STATED

SFX UNIVERSAL ADAPTOR UK/USA/JAP	£14.00
PLAYS STAR FOX ETC	
PRO ACTION REPLAY ADAPTOR UK/USA/JAP	£3

All prices inc. VAT
All Games add £1.50 P&P (UK)
£4.50 P&P (Europe)
081 471 4810 - 10 Lines

IF YOU DON'T SEE
THE GAME YOU
WANT CALL!!!

ORDER FORM

EITHER 1...CALL ON 081-471 4810 (10 LINES)
OR 2...FILL THIS IN

NAME Mr/Mrs/Miss _____
ADDRESS _____

GAME	PRICE	P&P	TOTAL
	GRAND TOTAL	£	

[illegible]

Please make cheques & Postal Orders out to ZONETEC LTD
Send order to: ZONETEC LTD, DEVER HOUSE, 764 BARKING ROAD, LONDON E13 9PJ

S-FORCE SEPT



Beat-'em-up

ProducerCapcom
SupplierCapcom

Price£55
StatusJapanese import

Players2
Livesn/a
Continuesinfinite
Extrasnone

What the makers say...

'With the success of *SFII*, with over six million units sold worldwide, we expect the *Street Fighter* phenomenon to continue.'

■ Laurie Thornton

Controls

	Weak punch
	Weak kick
	Medium Punch
	Medium kick
L	Strong punch
R	Strong kick

First impression



I love it! The speed is awesome and the new moves are spectacular



What can I say... truly stunning! The fastest game ever by a long way.



The new graphics are brilliant. Thailand looks superb!

First day score

Simon CE Level 7

EFFATSHED

Street Fig

You asked for more information, so here it is — *Street Fighter II Turbo* the extended review.

SNES FORCE
Smash!

By the time you read this *SFII Turbo* will have been out a few weeks in the land of the rising sun and will be available through numerous 'grey' importers here at a much-inflated price, although the official UK release is set for Christmas at a more realistic cost.

As you put the cart in the SNES and turn on *SFII Turbo* you realise that this is more than just *SFII* with new moves — it's

Selecting the Turbo option gives all the arcade moves as well as new colours and four speed settings.

a whole new game. The backgrounds, characters, detail and animation have all been brought up to arcade quality and look great.

The main and obvious difference is the option to control the four boss characters — M Bison, Balrog, Sagat and Vega — and their special moves and combos. This gives you a total choice of 12 characters, each with new or improved special moves.

The game has two modes of play, and is essentially the *Championship Edition* and *Turbo Edition* in one cart. The *Championship* option is similar to the original *SFII* game although there are some new moves. Selecting the *Turbo* option gives you all the new moves from the arcade version — except Guile's jumping punch — as well as new colours and four turbo settings.

Hurricane warning

Ryu has a midair Hurricane kick which is invincible to Sonic Booms. Ken also has a midair Hurricane kick and a much wider range on his Dragon Punch. Honda has a faster charge-up on his headbutt and a move like a belly-flop. Guile has nothing new other than a double-hit flash kick — Capcom considered him too tough in the original game.

Dhalsim has a tremendous teleport move which can get him out of corners, and he can perform Yoga Spears at any height in midair. Chun-Li has a Ryu-type fireball attack giving her much more range. Blanka has a new vertical cannonball attack which makes airborne foes easier to deal with. Zangief is still limited, although he does have a greater range on his Spinning Piledriver, can move while doing his Spinning Clothesline and is invincible to most attacks when performing it.

M Bison has a turning punch which has to be charged up, plus a sliding punch and sliding uppercut. Balrog has a Barcelona attack and a midair backdrop, both of which he does after jumping off the wall; he also has a tumbling claw which is deadly. Sagat has the low and high Tiger fireballs plus the powerful Tiger uppercut and Tiger knee, and a shoulder throw. And Vega has the double-hit Scissors kick, flaming torpedo and head-stomp, but lacks the Double Dizzy combination from the original game.



M. Bison

Scissor kick: to perform this powerful double-kick combination, charge [BACK] then [TOWARD] and any kick.



Flaming Torpedo: charge [BACK] then push [TOWARD] and any punch.



Head Stomp: give opponents headaches with this skull-crushing move. Charge [DOWN] for two seconds, then [UP] and any kick. After he's stomped on the head, press any punch for a follow-up flying punch — a wicked combination.

hter II Turbo



Sagat



Tiger Uppercut: the same control as Ryu's Dragon Punch. Press [TOWARD], [DOWN], [DOWN-TOWARD] to launch off the ground with this spectacular uppercut.



Tiger High: same as Ryu fireball. Press [DOWN], [DOWN-TOWARD] then [TOWARD] and any punch.



Tiger Low: the same as the Tiger High but use a kick instead of a punch.

Barclena Attacks: charge [DOWN] for two seconds then push [UP] and kick to jump. As he decends push any punch button.



Vega



Balrog



Sliding punches: [BACK] then [TOWARD] and any punch button.

Head Butt: [TOWARD] and strong punch when close to an enemy.



Turning Punch: perform this energy-sapping blow by holding all three punch buttons for two seconds then releasing.



Mid-air drop: charge [DOWN] then [UP] and kick. In the air, punch and [DOWN] together.



Tiger Low: this multi-blow combination is very hard to block. Charge [BACK] then [TOWARD] and any punch button.





Blanka

Vertical Cannonball Attack: excellent for countering air attacks. Charge [DOWN] for two seconds then press [UP] and any punch — the stronger the punch, the higher up the screen he travels.



Zangief

Spinning Clothesline: all three punch buttons together.



Headbutt: instant daze! jump [UP] then push [DOWN] and medium punch simultaneously.

Spinning Piledriver: rotate the joystick 360 degrees toward, while standing close to the opponent.



Chun Li

Fireball: similar to Dhalsim's fire attack. Move the joystick in a semi-circle starting from the opposite way you're facing and press kick.

Flip Kick: move in close and press medium kick.



Dhalsim

Teleport: although one of the more spectacular moves it's also very difficult to perform. It's based on Ryu and Ken's Dragon Punch. Move the joystick from [TOWARD], [DOWN], [DOWN-TOWARD] while holding all three punch buttons. Dhalsim meditates, disappears and then reappears behind the enemy — ideal for surprise attacks.



E. Honda

Hundred-hand slap: press any punch button repeatedly. You can now move while performing this attack — ideal for pinning foes in a corner.

Splash: this strange attack is probably the weirdest move in the game. Charge [DOWN] then push [UP] and any kick.



Head smash: This brutal move takes loads of energy and is very easy to perform. Move in close to the enemy and push strong kick.



Ken

Mid-air Hurricane: [UP], [DOWN], [DOWN-BACK], [BACK] and kick.



Extended range Dragon Punch: as in previous game, press [TOWARD], [DOWN], [DOWN-TOWARD] and any punch.



Sonic evade: Ryu's Hurricane Kick is now invincible against Guile's Sonic Boom. Press [DOWN], [DOWN-BACK], [BACK] and kick.

Mid-air Hurricane: jump [UP] then press [DOWN], [DOWN-BACK], [BACK] and kick.



Ryu



Jumping Kick: press [UP] and medium kick.

Thrusting Knee: his only brand new Turbo move — move close and press medium kick.



Guile

Double-hit Flash Kick: more powerful than the original move. Charge [DOWN] then push [UP] and any kick. The closer to the enemy the better.



'An almost perfect game'

Simon



SFII Turbo is 20 megs of pure perfection and the best videogame I have ever played. The graphics have been completely redrawn, and if you thought they looked good in *SFII*, *Turbo* will blow you away. Ryu is no longer the boy we once knew; he now looks like a battle-scarred warrior and Blanka looks even meaner, with huge claws and fangs.

The colours of the backgrounds have also been updated, and the fighters have the *Championship Edition*, *Turbo Edition* and original

Street Fighter colours to choose from. There is also much more sampled speech than before, and the stereo sound is excellent.

The addition of the four bosses to the player's repertoire of characters will, as you begin to learn new tactics and moves, add months of extra play to the game. And the difficulty level and learning curve are excellent: *Championship* mode on the hardest difficulty setting is not much different from the first game and *SFII* veterans should finish it without much trouble. Put it on the *Turbo* setting, however, and things start to get interesting.

The extra speed means you have to readjust all your timing and combos, and all the added moves force you to develop new tactics to defeat the opponents. A good example of this is Dhalsim: no longer can you use Ryu, constantly fireball him into a corner and slowly wear him down. His new teleportation move and speed mean he can be out of the corner and attacking you before you know what's happened. Thus the matches are much more balanced.

SFII Turbo is an absolute must even if you own the original game. It is instantly playable and very addictive, packing quite a challenge even to *SFII* experts, with a two-player mode which is truly unbelievable.

98%



Bonus Rounds: two bonus rounds remain from the previous game — smashing the wall (top left) and crushing the car (top right). The barrel-busting stage from the arcade version (right) has also been added for extra variety.

Colour clash: Characters have a choice of three different fighting outfits: Normal, *Championship Edition* and *Turbo*. Here are the deadly divas having vanquished their opponents...



Final analysis



It's a completely different game — less time to think and more characters to master.



Unbelievable! The more I play it the better it gets. New endings as well. I love this game.



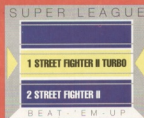
Definitely the best game I've ever played. It's virtually arcade perfect. Hard to believe but true!

Final day score

Simon

Turbo Level 4

FINISHED



The best beat-'em-up ever and possibly the greatest game of all time. Superb playing speed and graphics leave the field a long way behind.

Sound 93

The sampled speech and stereo sounds create a brilliant atmosphere.

Graphics 96

Arcade-perfect — they've been redrawn from scratch and look amazing.

Playability 96

Extra speed gets the adrenalin pumping like never before. New characters add extra life.

Lastability 97

With four new characters and more special moves, you'll be playing for years to come.

Force factor

A virtually perfect arcade conversion, visually stunning and enthralling — probably the greatest game ever.

96

BEARSTED GAME ZONE

14 SANDY MOUNT, BEARSTED, MAIDSTONE, KENT, ME14 4PJ

CALLERS WELCOME BY APPOINTMENT

TEL/FAX: 0622 631068

11A.M - 9PM 7 DAYS

ALL TITLES LISTED ARE UK

SOME EXAMPLE PRICES - CALL FOR ANY OTHER TITLE

ALIEN 3	42.95	PEBBLE BEACH GOLF	43.95
ANOTHER WORLD	39.95	PGA TOUR GOLF	38.95
ASTERIX	38.95	PRINCE OF PERSIA	43.95
B.O.B.	38.95	ROAD RUNNER	43.95
BART'S NIGHTMARE	40.95	SUPER DOUBLE DRAGON	39.95
BULLS VS BLAZERS	40.95	SUPER JAMES POND	34.95
CHESSMASTER	39.95	SUPER PANG	43.95
DESERT STRIKE	38.95	SUPER PARODIUS	43.95
FULL METAL PLANET	34.95	SUPER STAR WARS	43.95
JIMMY CONNORS	38.95	SUPER TENNIS	34.95
KING ARTHURS WORLD	39.95	TERMINATOR 2	40.95
LEMMINGS	43.95	TOP GEAR	39.95
MICKEY'S MAGICAL		TRODDERS	34.95
QUEST	52.95	WWF ROYAL RUMBLE	53.95
NHLPA HOCKEY '93	38.95	ZELDA 3	43.95

SPECIAL OFFERS (WHILE STOCKS LAST)

SUPER MARIO KART £32.99

SUPER ALESTE £34.99

PUGSLEY'S SCAVENGER HUNT £35.99

PART EXCHANGE WELCOME

LARGE SELECTION OF USED TITLES AVAILABLE

Please make cheques/P.O.'s payable to Bearsted Game Zone
P&P £1.25 per game (Recorded Delivery)

We also stock Megadrive

VISA CONSOLE CONNECTIONS

**DON'T RISK IT - ORDER BY MAIL WITH CONFIDENCE -
FROM AN ESTABLISHED SHOP**

SUMMER SALE - NEW SNES TITLES

JAP

AMERICAN		LOST VIKINGS	£42.99	AXELAY	£39.99
GLADIATORS	£34.99	J. CONNORS	£44.99	EXHAUST HEAT 2	£54.99
BARTS NIGHTMARE	£34.99	KAWASAKI CHALLENGE	£39.99	JACK CRUSH	£39.99
BATMAN RETURNS	£49.99	NHL 93	£42.99	JOE & MAC 2	£39.99
BUSBY	£49.99	OUTLANDER	£34.99	MR GHOST	£39.99
CALIFORNIA GAMES 2	£34.99	OUT OF THIS WORLD	£39.99	NIGEL MANSELL (SCAT)	£39.99
CYBERNATOR	£44.99	S. FIGHTER 2	£49.99	POP N TWIN BEE	£49.99
DOOMSDAY WARRIOR	£34.99	STAR WARS	£44.99	PRINCE OF PERSIA	£34.99
FATAL FURY	£44.99	TAZMANIA	£44.99	TINY TOONS	£39.99
GOOCH	£39.99	TOM & JERRY	£29.99	STAR WARS	£39.99
HARLEY'S HUM. ADV.	£34.99	TOYS	£29.99	STAR FOX	£49.99
LEATHAL WEAPON	£29.99	WAYNE'S WORLD	£34.99		

SUPER FX ADAPTOR £14.99

SNES USA SCART	UK/USA	SNES - USED TITLES	PART- EXCHANGE SERVICE
			WE CAN TAKE YOUR USED TITLE IN PART EXCHANGE FOR ANY NEW OR USED TITLE IN STOCK VERY GENEROUS ALLOWANCES PLEASE CALL
(FULL 60 HZ)			
£119.99			
+ STREET			
FIGHTER 2			
£139.99			

ALL PRICES INC VAT - P&P PLEASE ADD £1.50 PER GAME

CONSOLE CONNECTIONS

UNIT 2, OLD BAKE HOUSE LANE, CHAPEL STREET,
PENZANCE, CORNWALL, TR18 4AE

CALL OR FAX US NOW ON 0736 331131 OPEN 10AM - 5.30PM, 6 DAYS.



EUROLINK LTD



MAIN DISTRIBUTORS FOR CCL AND FRONT FAR EAST

GOLDFINGER CODES - FOR ALL THE LATEST GAMES

MORE LIVES!!!!!!!!!!!!!!!!!!!!!!
MORE POWER!!!!!!!!!!!!!!!!!!!!!!
SLOW MOTION!!!!!!!!!!!!!!!!!!!!!!
REAL TIME POSITION SAVE!!!!!!!!!!

MAIL ORDER ADDRESS
13 CLARENDON ROAD
LONDON E11 1BZ

SF II - TURBO - IN STOCK NOW CALL
BLANK H/D 3 1/2" FORMATTED DISKS 50p
UK "STARWING" PACK £119.00
ALL THE LATEST PERIPHERALS

ADD-ONS & DEVICES

FROM THE FAR EAST

TRADE ENQUIRIES WELCOME

NORTHERN OFFICE 0532 444970
SOUTHERN OFFICE 081 539 5301
FAX ENQUIRIES 081 556 8116



Beat-'em-up

Producer... Capcom
Supplier... Krazy Konsoles
Price... £62
Status... Japanese import

Players... 2
Lives... 4
Continues... 5
Extras... 4 difficulty levels

What the makers say...

Unfortunately, due to the last-minute arrival of this cart we were unable to secure a comment from Capcom. It's nothing sinister just a matter of time.

Controls

	Jump
	Attack
	Nothing
	Nothing
L	Nothing
R	Nothing

First impression



Plays really well and the two-player option is much-needed extra.



Love the new characters and the sprites are enormous!

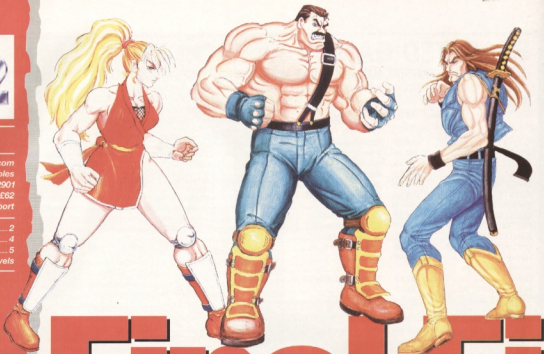


Looks like another winner from Capcom — the graphics are cool!

First day score

Simon Completed

FINISHED



Final Fi

When it comes to beat-'em-ups Capcom are in a class of their own. Has their latest bruiser got what it takes to muscle in on the success of *Street Fighter II*?

The story of this legendary bruiser picks up from the original *Final Fight*. Metro City mayor Mike Haggar has rescued his daughter Jessica from the ruthless Mad Gear Gang with the help of Jessica's fiancé Cody and his ninja friend, Guy. Little do they know that Mad Gear is not just a local organisation, but spreads its evil tentacles throughout the world.

Look out for Chun-li enjoying a bowl of noodles in China and Guile hanging out by the docks.

Haggar's peace of mind is shattered by the appearance of Cody's friend Maki Genryu, whose father is Guy's martial-arts teacher. Maki begs him to rescue her father, who has been kidnapped by Mad Gear.

Haggar and Carlos Miyamoto, another childhood friend of Guy, agree to travel the world in search of Mad Gear. Their quest takes them through six stages — China,

France, Holland, England, Italy and Japan — look for Chun-li enjoying a bowl of noodles in China and Guile hanging out by the docks.

These side-scrolling levels are packed with ruthless villains, many armed. Knock a 'packin' enemy to the ground and you can pick up and use his weapon. Knives can only be thrown once but tonfas and wooden planks are ideal for multiple hits.

Behind bars

Damage inflicted on each enemy varies. The tougher the bad guy, the longer his energy bar and the more hits it takes to kill him. Many bosses have tri-coloured energy bars, only when you have killed them the equivalent of three times can you proceed to the next level.

Our heroes' life force is represented by a separate energy bar spanning the top of the screen *Street Fighter II* -style. Keep an eye out for energy-replenishing pick-ups such as joints of beef.

In a change from the first game, levels scroll sideways most of the time, but occasionally change to a vertical environment, allowing characters to walk up or down the play area, depending on the direction of the 'go' arrow.

Although each character has a range of attack moves, control isn't as complex as *Street Fighter II* — only two buttons and the joystick are needed for attacks. To rack up points in bonus rounds. These exhibitions of total carnage include destroying a car (sound familiar?) and punching barrels. Extra lives are awarded after 50,000 points and there's a generous allowance of five continues.

If the challenge gets to too tough, grab a mate

'Left me drawn and Haggard'



Haggar's back with solid new mates — but I can't see much difference from his first game, apart from a two-player option and a couple of new twists.

The graphics are lovely, intensely detailed and fairly well-animated, although Haggar's drop kick still looks unnatural and impossible; lightly faded background colours help the sprites and useful objects such as barrels stand out. Big, beefy Haggar struts around in his new fingerless gloves, and his slighter companions

look lean and fast.

But gorgeous graphics and thumpy Japanese tunes cannot hide the fact that *Final Fight* wasn't that good a game in the first place. It and this sequel both suffer from the same problem as the ancient *Double Dragon*: repetitiveness. Walk around, fight several different baddies with your super-powerful moves, and fight the end-of-level guardian. Then fight the same few baddies again and face another end-of-level guardian... and again and again until you've finished it.

The one-player version takes some skill to complete, but only because you have to restart a level when you lose a continue, not through any strengths of gameplay. And as for the two-player game, Simon and I sailed through it on 'difficult' mode at our first attempt. What's the point of effectively reusing *Final Fight* with a new mode which poses no challenge at all?

62%

ght 2



The object of this bonus round is to pick up a weapon and trash the car before the timer gets to zero — the faster you smash, the more points you get. A later bonus stage includes punching barrels.



The *Street Fighter II* comparisons continue. Note the similarity in the two skeletons. The electrician (far left) gives Guy a shock while Blanka (left) shows the power of his electric attack.



Maki

This quick and agile young lady's acrobatic techniques often help her outsmart enemies relying on brute strength.



High Kick

Silence enemies with a firm smash to the teeth — effective if quickly followed with a throw.



Flying Kick

More than one guy can be floored with this simple but effective move.

Handstand Spin

Ideal to use when surrounded by enemies, but takes up energy.



Shoulder throw

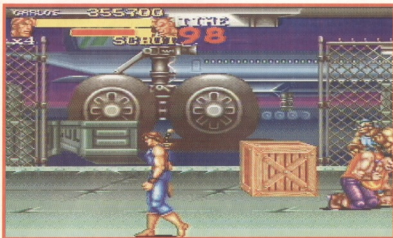
Despite her slim figure Maki is a powerful warrior. This move inflicts lots of damage.



Petrol bombs ignite the first person to tread on them. Keeping clear is the only safe answer.



Far left: smash barrels to reveal power-ups. Some such as radios are worth points, while food restores energy. Left: keep enemies at bay by picking up stray weapons.



The influence of *Street Fighter II* is apparent throughout. This level is very similar to Guile's stage — note the plane in the background, the steel fences and the wooden crates.

for simultaneous two-player action. With a couple of brawlers on screen there's plenty of scope for cooperation — watch out for throws though, your blows hurt each other.

Haggar is the only holdover from the original, and his moves haven't changed. He's the strongest of the three heroes, but also pretty slow. However, his screw-piledriver and double-spinning-clothesline moves — as used by Zangief in *SFII* (see the comparison box on the right) — are devastating.

Maki, the well-endowed, mysterious *femme fatale*, is very fast, but not so powerful. Her best move is a spectacular spinning-handstand kick. Carlos, the decidedly non-Oriental-looking Japanese guy, is between the two, with a wicked sword attack for special occasions.

Capcom fans will want to spend hours pouring over the graphics for *SFII* relics but there's no time for that — get out there and kick some Mad gear butt!



Say your prayers sucker! This poor punk is about to feel the full force of Guy's airborne attack.

The beat goes on...



China is guarded by this gruesome creature.



Level Two sees a trip to France to face this evil dude.



Holland is where this guy hangs out. Watch his punches.



Level Four and a clown is on the rampage in England.



It may take two to see off this Italian boss.



Make it to Level Six in Japan and you meet this monster.

Hagar vs Zangief

The Russian wrestler from *Street Fighter II* idolizes Haggar. He even goes to the extreme of copying Mike's moves. Haggar may be getting on a bit, but he still knows how to kick heads.



Spinning Piledriver
A guaranteed way to crush your opponents' backs.

Spinning Piledriver
Whether performed on Mad Gear or Ryu, the results are devastating.



Spinning Clothesline
A good technique when surrounded by many foes.

Spinning Clothesline
While he doesn't have Haggar's reach, Zangief's arms are very powerful.



Flying Kick
Not very powerful but effective for nailing foes.

Flying Kick
Excellent for dazing weakened enemies.



Suplex
Impressive and powerful, this shakes up the meanest of enemies.

Suplex
This ground-trembling back-breaker is enough to finish off most guys.



Body Splash
Slow but deadly, an ideal way to attack big dudes.

Body Splash
His second airborne move is a scary sight.



Carlos

A noble and heroic warrior. Carlos is a master of the sword and a fast and agile fighter.



Slam Punch

Leaves the receiver dazed for a few seconds, allowing Carlos to finish them off.



Flying Kick

Knock enemies flying to the far wall with this airborne attack. It is most effective on running enemies.



Flashing Blade

Like all special moves, Carlos' sword attack drains energy, but is the best tactic when surrounded. Use wisely.



Throw

If things are getting claustrophobic, this flip soon clears out the area.



Avid *Street Fighter II* will notice the two world warriors cunningly conceived in *Final Fight 2*. Here's Guile loitering with his friends in Level Two — the flat top and the combat boots make him instantly recognisable.



...and who's that scoffing a quick bowl of noodles in China? Chun-li takes time off from her hectic schedule to sample the local cooking. Better be careful, too much grub and she'll never be able to do a Spinning Bird Kick.

'A remix, not a sequel'



FF2 looks immaculate, with crisp new graphics and fluid animation. Muscles are rippling and grimaces glinting all over the place, with sprites, even better than in the impressive original. And Capcom haven't neglected the backgrounds, either — they've crammed detail upon shading upon pastel colours.

What an awful lot of trouble to go to, just to release *Final Fight* again. For this is a remixed version of the original, not a true sequel. Hagar's moves are unchanged, and the two new characters are only

interesting until you've learned all their moves; then they may as well be the first game.

With all the technical advances since the original *Final Fight* was released, I've come to expect more in gameplay than the standard walk-and-punch. Although the first few games are fun, I completed the whole thing in a day; one-player mode has more challenge but there's only so much you can do with such a simple concept, and FF2 becomes tedious within hours.

58%

Final analysis



No improvement over the original in the playability department. Gets boring after half an hour.



Not only average, it's easy (amazingly so). Once completed there's no desire to play it again.



Oh dear! The two-player option makes it marginally better than the original but not by much.

Final day score

Simon

Completed on Hard

FINISHED

SUPER LEAGUE



Despite great graphics and detailed sprites, a ridiculously easy difficulty setting ensures that there's no long term lastability.

Sound

55

Not much to get the adrenaline pumping. Sound effects are average thuds and thumps plus wailing.

Graphics

88

Detailed sprites and backdrops but not quite up to the very high standards Capcom have set themselves.

Playability

75

With only two buttons affecting control, picking up and playing is a doddle but soon becomes uninteresting.

Lastability

35

Six small levels plus slow and unimaginative makes this sluggish brawler a real turn off.

Force factor

60

Despite great graphics and an impressive pedigree, this rebashed beat-'em-up is too limited.



Sports

Producer Gremlin
Supplier Gremlin

Price £39.99
Status Official UK release

Players 1
Lives N/A
Continues infinite
Extras Password option

What the makers say...

16 authentic GP tracks, the expert guidance of Nigel Mansell and the fastest scrolling ever. *F1 Challenge* leaves the field trailing.

■ Gremlin

Controls

	Nothing
	Nothing
	Accelerate
	Brake
	Gear change down
	Gear change up

First impression



Graphics look good but the control system is awkward in simulation mode.



This is very fast, it really makes you think you're in a F1 car.



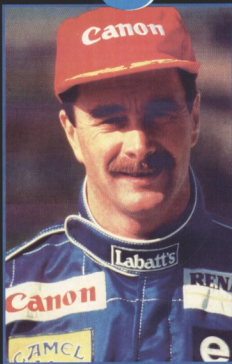
Good action with plenty of neat touches. This looks like a winner.

First day score

Will Third in league
■■■■■■■■■■

Nigel Man

Formula 1



This is the mass of options (above) — you can change just about everything.



The medium-gear setting is the best as it offers excellent all-round performance.

The engine is running and you've only one option — race. But are you good enough to learn 16 different courses and beat the other drivers to the championship?

Hindsight's a funny thing. Without a doubt the most successful sportsman to come out of this country in the last few years is Nigel Mansell. With 23 pole positions, 26 wins and 24 fastest laps to his credit he easily won the 1992 Formula One drivers' world championship.

With a track record like this Gremlin must have been suitably delighted when they signed Nigel to license a racing game. How things have changed. Not even a year

As in real Formula One racing, looking after tyres is a key factor — timing pit stops is an art.

later, Nigel has quit Formula One for Indycar and Gremlin must be kicking themselves. But has Nigel's abrupt departure from Formula One affected the quality of the game?

Viewed from an in-the-car perspective much as in Monaco GP, *Nigel Mansell's Formula 1 Challenge* is a polished presentation. Most of the options have a real effect on the game, and you can change everything from name and nationality to game controls and car setup.

The game starts with the choice of a one-off circuit or a world championship with all 16 rounds and courses authentically reproduced; a password given after each round allows you to stop and then resume a championship later on. You can even have Nigel give advice on individual circuits, which proves very useful. It's also possible to practise any circuit without the hindrance of computer-controlled cars on the track, change the configuration of the joystick, and switch the 'mode' of the game between simulation and arcade mode; the main difference is in the car's handling.

Tyred out

As with true Formula One racing, strategy is a key element. Is the car set up correctly for each track? Will the wing size give sufficient down force? Should you use hard or soft tyres? Will a high- or low-ratio gearbox give better results? These are all crucial questions and play as important part in your finishing position as driving skill.

On the car itself, the setup can be tailored to the way you drive or to each course in the championship. Settings include tyre compound, gear settings, and automatic or manual transmission. You better get it right first time though as there's only one qualifying lap before the race — after that it's maximum commitment for the duration.

sell's Challenge



Pole position is a big advantage — you don't have to worry about other cars getting in your way.



Above: lap speeds (top) show time from nearest rival.

Below: the wing mirrors show rival cars coming up behind.



To overtake, sit in the slipstream, wait for a straight, then hit the gas.



After the race is over, there's a rundown of positions and times.



Rain makes the track slippery, making overtaking far harder.

'Impressive speed and neat options'



England may not be the best at producing successful sporting heroes (at last count I talked about, ohhh... zero) but at least we can rely on Nigel Mansell to win a trophy of some kind. And if he doesn't win, he usually retires from the race in a spectacular crash. So I'm sure he'd be pleased by this fast-paced racer and find that it recreates all the thrilling action of the real sport.

A few gripes: although there's a choice between arcade and simulation driving, I didn't notice any great difference, apart from a few onscreen statistics and the car handling a bit trickier on bends in sim mode. And why is there so much sky filling the playing area? The road seems crammed into the bottom of the screen.

I also found that the courses have too many laps. This can be a challenge when careering around the devious twists and turns, but when you're well in the lead and the circuit is simple, you can't help feeling a touch of fatigue, especially if you've another four laps to complete. Still, the speed is impressive and there's a neat stack of options to fiddle about with.

It's common for racing games to make full use of Mode Seven nowadays, so it's refreshing to see Nigel Mansell's *Formula 1 Challenge* ignore the effect and still come up trumps. If you're looking for a high-speed drive without the rigmarole of a complicated sim, look no further.

81%



The first circuit of the season is in South Africa. It's 2.550 miles long with a few fast straights — an ideal warm-up track.



The second race is 2.747 miles long, Mexico has tight corners and long straights; As it's a fast course, set down force settings to minimum.



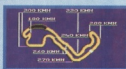
The Brazilian Grand Prix is set over a 2.687-mile course. Using low down force increases straightline speed but makes cornering difficult.



Set over 2.950 miles, the Spanish Grand Prix is one of the longest circuits. For best results use a medium gear ratio and down force.



Guaranteed good weather makes the San Marino Grand Prix a fast and gruelling race. The 3.132-mile track is filled with hazardous corners.



Monaco is a twisting 2.068-mile course. There is little room for overtaking, making starting positions vital. Set down force at full.



The 2.753-mile Canadian Grand Prix course is often plagued by bad weather. Tyre selection is crucial — the wrong choice and you're out.



The French Grand Prix denotes the half-way point in the season. The 2.654-mile track is very tough on tyres so well-timed pit stops are vital.



Nigel's home Grand Prix is set over a 3.247-mile circuit. Silverstone is a very fast so a low gear setting is ideal for rapid acceleration.



The track at Hockenheim is one of the season's longest at 4.223 miles. Gears and wing should be low to take advantage of the long straights.



The Hungarian Grand Prix takes place over a 2.465-mile course. The long straights are ideal for cars with a high gear setting.



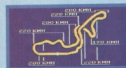
Rain often affects the Belgian Grand Prix making tyre selection critical. The track is a massive 4.319 miles, the longest of the season.



The Italian race is fast and competitive. Use soft compound tyres for more grip. This makes negotiating the tough corners much easier.



At only 2.703 miles the Portuguese Grand Prix is a short circuit, but it's plagued with slow corners and hairpins. Use high down force.



This circuit was built to test F1 cars to the limit. Long and packed with sweeping turns, it's a real test of overtaking skills.



The final race of the season. The Australian circuit is fast and open. If you need points, set down force at minimum and go for it.

unless you waste precious time calling into the pits. As in real Formula One racing, looking after your tyres is a key factor. Four lights on the right of the screen show their current status. As the race goes on — and each time you stray from the racing line — they wear down, resulting in reduced grip. Timing pit stops to get maximum efficiency out of tyres is an art.

The race day can be either wet or fine — this is largely down to the country you are racing in — and the weather may mean changing your setups slightly and selecting appropriate tyres. Although in many similar games the weather has no real effect on gameplay, here racing in the wet is much more hazardous and means a slower race.

So, have you got what it takes to drive on the edge of adhesion, take the chequered flag and the ten championship points that go to the winner?



Tactics are vital in the pits. The timing of a crucial tyre stop can sway a tight race.



After each championship race there's an awards ceremony. There are six points for second place.



In the Mansell's advice option you get personal tutoring. Match his speed and racing line.



The track display (left side) shows your position relative to the rest of the field.

'One of the best in its class'



Driving games fall into two distinct categories: arcade-style fun racers like *Super Mario Kart* and *F-Zero* and more serious simulations such as *Exhaust Heat II*. Nigel Mansell's *F1 Challenge* is unashamedly in the second category and is without doubt one of the best in its class. The graphics are excellent, reflecting the ambience of each Grand Prix setting — in Monaco skies are blue and the panoramic views breathtaking, while at Silverstone clouds are heavy with the impending possibility of rain.

The 16 tracks are perfect replicas of the Grand Prix circuits so F1 enthusiasts can reenact famous moments from GP history. Most impressive of all is the car's handling. With throttle full out and at speeds of over 150 mph, the slightest twitch is enough to send the car careering toward the barriers — yet stick to the racing line at the recommended speed and it sticks to the track like glue.

I was disappointed by the lack of upgradeable options. Buying and developing new parts for your car adds an extra dimension as you're constantly struggling to get extra prize money for a vital upgrade. Sound, that perennial pitfall of racing games, is up to the usual mediocre standard. However, don't let this put you off; stare Senna straight in the eye and prepare to race.

84%

Final analysis



Artificial intelligence of the computer-controlled racers is impressive — misses a two-player option.



Graphics are impressive but the controls are a little unresponsive. For Mansell fans only!



Plenty of options to play with but doesn't make up for the lack of long term interest.

Final day score

Charlie

Won championship



SUPER LEAGUE

9 EXHAUST HEAT II

10 F1 CHALLENGE

SPORT

In a quality category, securing a place in the league is an achievement. F1 just can't match the pace of *Exhaust Heat II* though.

Sound

78

High-pitched engine noise grates over long periods. Though tunnel sampled sounds are excellent.

Graphics

80

Decent, fast-moving sprites for opposing cars, though a few more roadside objects are needed.

Playability

84

Simulation controls are awkward to grasp but arcade mode is much more playable.

Lastability

81

A full season means 16 races, and a password system ensures early circuits don't need repeating.

Force factor

82

Fast-paced and very playable, though experienced drivers may find it a little easy in the long run.

GAMEPLAY (UK.)

49 SOUTH STREET, ENFIELD, MIDDLESEX EN3 4LA

TELEPHONE 081 443 0186

WHY BUY NEW GAMES WHEN YOU CAN SWOP YOUR OLD ONES?
Simply send your game with box and instructions with your 1st, 2nd and 3rd
swop options, name and address and a cheque or postal order for

£3.45 per game, or £4.45 if overseas made out to Gameplay (UK)

DO NOT SEND GAMES THAT COME FREE WITH CONSOLES
ALTERED BEAST OR ONES WHICH NEED CONVERTERS.

NEW & S/H GAMES FOR SALE. PART EXCHANGE WELCOME
FOR SWOPS AVAILABLE, DETAILS AND CONDITIONS PLEASE TELEPHONE

WIN £150 CASH! - FIRST PRIZE, FIVE RUNNER UP
PRIZES OF A GAME OF YOUR CHOICE.

Simply complete the following: Sonics partner is T.....?

Marios partner is L.....? Send answers on a postcard with your required
game and marked "Cash Draw". Entry is free. Correct answers will be drawn
out on 30th Nov 93.

Sega & Nintendo games only

Postal Service Only

**TO ADVERTISE IN
THIS SPACE RING
NEIL, MICHELLE
OR PETE ON
0584 875851**

ACTION 52 NES® COMPATIBLE GAMES

£2.40

PER TITLE
HONESTLY!

FOR A FULL COLOUR BROCHURE SEND A
LARGE SAE TODAY TO:

Action 52, PO Box 28, CF37 5TT

**ARRIVING NOW!!
MORTAL COMBAT
BE FIRST!
BE SURE!**

CALL OUR SNES RESERVATION HOTLINE

0891 501 023

Calls cost 36p per minute cheap rate, 48p per minute at all other times.
Maximum duration of call 3 minutes.

STATESIDE CONSOLES

SPECIALIST IMPORTERS FROM THE FAR EAST!!

OUR PRODUCTS ARE "WILD!"

**WE SPECIALISE IN ALL HARDWARE IMPORTED FROM HONG KONG,
JAPAN & THE FAR EAST**

All equipment available!!

*We can not only match but beat most competitive prices!
Please phone for quotes!!*

Street Fighter II Figures
Set of 12 @ £38.95

Dragon Ball Z Figures
Set of 6 @ £38.50

We have the NEW PARTNER (24M), best price in the UK....why not phone and find out!!!

We are SOLE UK DISTRIBUTORS, you will only get it from US!!!

MANY GOLDEN FINGER CODES AVAILABLE....

WE ARE MAJOR DISTRIBUTORS FOR FRONT FAR EAST

Call Neil
Slough (0753) 550270

Anytime on 0850 707374
New Appointed Dealers Call

Terry
Stanmore 081 958 2436

Andy
Yeovil (0935) 840658
or 0850 233212

Stuart
Swindon (0793) 823131

Mike
Yeovil (0935) 74261
or 0850 899040



Platform

Producer.....Accolade
Supplier.....Accolade

Price.....£39.99
Status.....Official UK release

Players.....1
Lives.....9
Continues.....Collectible
Extras.....None

What the makers say...

Cruise, jump, glide and flip with the coolest cat in the universe through six huge all-action levels incorporating over 300 screens.

■ Alan Wellsman

Controls

	Float in air
	Jump
	Nothing
	Nothing
L	Scroll left
R	Scroll right

First impression



Super fast with plenty of excitement and cool graphics. Looks a winner!

Unless most cute, funny platforms this one actually offers a stiff challenge.

Looks and sounds great, pretty difficult too — this should keep me busy.

First day score

Simon Level 4



Bubsy

in Claws Encounters of the Furred Kind

Gathering wool is anything but relaxing in Nintendo's latest platformer.

As every cat-owner knows, there's nothing more entertaining for a feline than playing with a ball of wool — cat and yarn are as inseparable as dog and bone. But things get out of hand in *Bubsy* when an extra-terrestrial spaceship runs out of fuel and crash lands on Earth.

There are over 50 great animations showing Bubsy in action — 13 of these are for death sequences alone!



Make sure there's nothing in the way, collect the balls of wool and run like the wind.



If you're not sure whether a nasty is lurking nearby, use [L] and [R] to scroll the screen.

The aliens are called Woolies and their ship's high-fibre plasma engines need yarn balls to blast off — so much for the advanced technology of aliens. If the Woolies don't find yarn fast, they'll never see their home planet, Rayon, or their twin Queens, Polly and Esther, again.

The Woolies hadn't counted on any opposition from planet Earth, but Bubsy has other ideas. He sets off to collect the wool and dispatch the aliens so that the moggies can return to their distraught owners.

Getting shirty

As Bubsy runs, jumps and somersaults through cartoon-like landscapes in classic platform style, the aliens appear as standalone baddies or big end-of-level guardians.

Bubsy can easily dispose of them by bouncing on their heads, and power-up T-shirts give him extra advantages. Black shirts make the bobcat invulnerable, flashing T-shirts scare enemies off, and numbered T's give Bubsy extra lives equal to the shirt number.

Five worlds, each with three stages full of yarn balls, are crammed into the huge 16-meg cartridge. There are loads of collectibles, enemies, platforms and secret rooms, but there's a time limit for Bubsy to collect all the level's wool. In his bid to escape, he often plunges into mine carts, cool giraffes and busy beavers.

Fortunately, he can run at supersonic speeds, though there are dangers: crash into an object and Bubsy



Above: these large yarnballs are the guardians of the first level. Jump on their heads to blow them up.



Left: Bubsy can get off this ride, but he misses valuable collectibles if he does.



Complete a level for a bonus relative to the amount of yamballs collected and time taken.



Above: on your marks, get set, go! Bubsy prepares to tackle a level.



Left: not only is Bubsy gifted with a giant leap, he can also fly! The intricacy of the backgrounds is very impressive.

Woolie bullies

No platformer is complete without end-of-level baddies and *Bubsy* features some of the most unusual ever seen. Here's a sneak preview...



This giant yamball guards the exit to Level One. Jump on the core to weaken it.



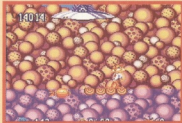
The key to Level Three is gaining the height to launch at the spaceship. Again aim at the core.



The action really heats up on Level Five. Not only are there spider attacks to deal with...



Level Two is protected by this deadly duo. Stay to the left and avoid their dangling yarn.



Timing is crucial if you're to conquer the Level Four boss. Jump as he moves from the left.



...but there are two bosses to deal with. Pound the core and it explodes. Only one more to go!

'Bubsy has the looks, but not the fun'



So Bubsy is the SNES's new fast-paced platform hero? I hate to admit it, but the spiny Sega one has the edge. Bubsy has the looks, the cartoon elements, but not the fun.

If the programmers wanted a speedy *Sonic*-type game, why did they make Bubsy a one-hit-and-die character, then put enemies virtually every two inches? Bubsy just doesn't have the speed of play — sure, he can move as fast as Sonic, but he can't make long sprints until the backgrounds blur, because he hits a baddy within two seconds and has to redo the level.

Graphically, though, Bubsy makes the grade easily, with loads of colour and plenty of animation frames to make him as similar to real cartoons as possible. The backdrops are detailed and well-drawn, if a little... er... familiar. Green grass and waterfalls with a few grey boulders are not original anymore.

The tune is presumably intended to have that platformy, jolly quality that goes round and round in your head, but ends up as an irritating fairground-organ sound. And the speech is horrible: just before each level (presumably to make you laugh so you don't notice the gameplay), Bubsy spouts some abysmal joke in a horrid, high-pitched baby voice.

There are some nice graphics, nice touches here and there, but Bubsy is just too frustrating. This cat is lucky there's no hedgehog on Nintendo.

60%

'Looks cool but gets boring'

Simon



The first thing which strikes you about *Bubsy* is the excellent graphics: the Bubsy character is brilliantly animated, with really smooth movement. Many frames of animation have been put into making him as cartoon-like as possible, and it's sure paid off.

The background soundtrack is also excellent, and there is a short introduction screen for each level with good speech, usually of Bubsy cracking a joke. All this helps to give a more cartoon-like feel.

The layout is very much like a certain Sega game, but there is a problem: after a few hours the gameplay becomes very frustrating and repetitive. The backgrounds and layouts do change, but the object remains the same, and although *Bubsy* packs quite a challenge most people will be bored before completing it.

Cosmetically excellent, this lacks the addictive edge that could make it a classic. If you are really into fast-paced platformers, *Bubsy* is the closest to *Sonic* on the Nintendo, and to be fair you could do a lot worse, but this potentially excellent game is spoiled by major gameplay flaws and a frustration level that's far too high.

71%

falls unconscious with stars spinning over his head.

Bubsy is also a dab hand at jumping, especially when helped by a springpad. Falling to the ground can wipe him out, but outstretched arms help Bubsy glide safely down to earth.

Chatter box

Another neat touch is the way Bubsy interacts with the player. He's one of the first characters to be given the gift of speech and throughout a feast of digitised wise cracks purr from his whiskered chops. If left alone for too long the funky feline taps impatiently on the TV screen.

There are over 50 animations showing the hero in action — 13 of these are death sequences! These hilarious mini-movies include the cheeky cat being squashed into tiny pieces, popping like a balloon and sinking with his ship.

Bearing a striking resemblance to such platform classics as *Sonic The Hedgehog*, *Mario* and *James Pond*, *Bubsy* is Nintendo's big hope for the summer.



Pulling the lever opens another route through the maze-like caves.



The animation as Bubsy slides down the water chute is excellent.



Every effort is put into giving Bubsy a cool personality. Here he looks longingly at three candidates for supper.



Above: cats don't like water and Bubsy is no exception. Here he drips dry after falling into the drink.

Left: grab this T-Shirt for two extra continues.

Final analysis



This is a tough test of platform skills and I'm really enjoying it — graphics and speech are really cool!



Great for a while but the one-hit-and-die system quickly gets frustrating. Doesn't live up to the hype.



Feline fun and frolics? Unfortunately not. Dying every ten seconds kills this Bobcat.

Final day score

Simon

Completed Level 5



SUPER LEAGUE

DIDN'T MAKE THE TOP 10

PLATFORM

Despite a super soundtrack, and sampled speech, Bubsy's frustrating controls ultimately spoil playability.

Sound

57

Funky fairground tunes quickly become irritating — sampled speech is very impressive.

Graphics

82

Colourful sprites and multi-layered backgrounds, but odd-looking enemies.

Playability

67

One-hit-and-die system results in stop-and-start gameplay which quickly becomes frustrating.

Lastability

55

Cats off to a great start but fall shorts quickly. This much frustration could give you a cat complex.

Force factor

70

A charismatic and cosmetically excellent platformer let down by a frustrating control system.

SUPER NINTENDO REPAIRS

FIXED RATE SUPER NINTENDO REPAIRS £25



SYSTEM

0382 202254

14 Victoria Chambers, Victoria Road, Dundee, DD1 1JN

★ KRAZY KONSOLES ★ KRAZY PRICES ★ ☎ 0422-342 901 ★

UNIVERSAL ADAPTOR

The Universal Adaptor will allow you to play imported cartridges on a UK SNES. The Universal adaptor is a Top Quality Product, coated, with instructions. Only: **£12.00**

SUPER FAMICOM JAP SOFTWARE



SNES FORCE SPECIAL OFFER Star Fox 64



Human Grand Prix £59



Super Star Wars £47

ATKRAZY KONSOLES, WE ONLY STOCK NEW GOODS

YOU'D BE KRAZY NOT TO CALL US!

#PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!!#

SUPER FAMICOM

2 JOYPADS, ALL LEADS, 60 HZ SCART, UK POWER SUPPLY UNIT ONLY

PLUS STAR FOX £175

PLUS MARIO & AXELAY £219

SUPER NES (US) + MARIO

Only £159

Without Mario/1 Pad £125

Apollo Pro 5th Joypad £55

Capcom Power Stick £69

Super Multitap 5 Player £30

PLS. SCART MACHINES ARE 17% FASTER THAN PAL AND GIVE A

DOORER LESS IMAGE. GAMES/TECHNI

SUPER MARIO WORLD	£34	SUPER PANG/SUPER	£27
SUPER NBA BASKETBALL	£49	BUSTER BROS.	£27
SUPER TETRIS 2 + BOMBS	£44	SUPER SMASH TV	£27
THE TROOP ADVENTURES	£42	WHY SUPER WRESTLING	£27
WORLD HEROES II	£49		

SNES USA SOFTWARE

2020 SUPER BASEBALL (12 MB) £47

AIRLINER £27

BATTLEMANIA £47

DISCOGLERS £27

F1 EXHAUST HEAT £27

EXHAUST HEAT 8 (ESP/SC) CHIPS £29

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

GOODY FIGHTER (12 MB) £35

KRAZY KONSOLES

PO BOX 200

HALIFAX

WEST YORKSHIRE

H X 1 5 L Y

TEL: 0422 342 901

OFFICE HOURS:

MON TO SAT 9.30PM

CLOSED THURSDAY AM

FRIDAY 10AM

TEL: 0422 367 730

EVENINGS 5.30 - 10PM

& ALL DAY SUNDAY



F1 - Exhaust Heat £27



Lost Vikings £45



Shadow Run £49

ORDER COUPON PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO KRAZY KONSOLES

NAME _____
ADDRESS _____
TEL _____

ITEMS _____
COST _____
P&P _____
TOTAL _____

ADD ADDITIONAL NEW PRICES INCLUDE SAT AT 17.5% AND ARE CORRECT AT TIME OF ORDERING TO PRESS

NEW GAMES ARRIVING DAILY IF YOU CAN'T SEE IT - CALL



Sports

Producer..... Human
Supplier..... Krazy Konsoles
Price..... £422 342901
Status..... Japanese Import

Players..... 4
Lives..... N/A
Continues..... None
Extras..... Save option

What the makers say...

Unfortunately due to the last-minute arrival of this cart we were unable to secure a comment from Human. It's nothing sinister, just a matter of time.

Controls

	Volley
	Shoot
	Tackle/head
	Chest
L	Select player to pass to
R	Select player to pass to

First impression



Looks better than the original. Let's plug in the multi-tap and see how it plays!



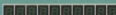
The players are thinner but the 3D perspective's still the same.



Doesn't look good enough to relegate Striker to second position.

First day score

Charlie Quater-finals



Super Format Soccer

Football is supposed to be the nation's sport, so why do England always play so badly? Maybe they should get some practice on Human's latest game...

Super Formation Soccer 2 doesn't have crowd fights or arguments on the pitch, but it is the first football game to support Nintendo's latest wizardry, the four-player adaptor. It's also the sequel to Super Soccer, one of the first SNES games officially released in the UK.

An all-star game allows you to construct a team using any player from the 16 international teams.

The first choice is between an exhibition or Human Cup game. Exhibition allows two options: a penalty shootout or an all-star match. Penalties are straightforward enough, with

the playing area showing a second-person view of the goal mouth, the relevant goalie and your striker taking the shot. An all-star game allows you to construct a team using any player from any international team, so if you know your football, you can create the ultimate squad.

Human racing

Human Cup is the regular game, for one to four players (the adaptor is needed for three- and four-player games). Options here include one- and two-player against computer, third and first player against each other, and so on.

There are 16 international squads to choose from, each with a different status, showing their kick, pass and running ability. Having chosen a team, you can sort out which members should play and at what position, before going on to the general tactics stage.

There are several possible formations, ranging from the all-out offensive to safe defensive lineups. Those who err on the side of caution may prefer the sturdy sweeper option, while the more aggressive can take advantage of the 2-3-5 line-up which heralds a return to the glory days of football with an inside and outside left and right, a striker and ankle-length shorts you could hide George Best's drinks cabinet in!

After kickoff, try out the kicks and moves: passes, volleys, strikes, even a shoulder barge to deck a stubborn opponent. Fouling doesn't always go unseen, though — carry out too many dirty tactics and the refs are likely to come on and issue a card.



Goaaaaa! First blood to the Italians. It's a good idea to use the auto keeper as manual control takes a lot of practice to master.



Each team has its own playing style, so expect plenty of tough tackling from Italy (in blue) and the Cameroon.

ion



The highlight of *Super Soccer 2* is the four-player option. If you want to really aggravate your friends, barge 'em over and score a goal while they're still on the floor.

Cutting Corners

Notoriously tough defences are often weak at set piece. Corners are an ideal opportunity to cause chaos in the penalty area and sneak a quick goal...



Alter the trajectory of your cross by moving the dotted line left, right, up or down.



The crowd roars as the shot thunders into the net. A few more goals like that and you'll be worth millions!



Control the ball with your chest, make some space with a quick shimmy, then pivot and shoot.



The ball hurtles toward the goalmouth. Lose your marker and dash for the near post.



Above: play dirty and you stand a chance of getting sent off.

There are 16 teams to choose from (left), skills are shown on status bars.

'It's no Striker'



After getting accustomed to the speed at which *Striker* runs, *SFS2* plays incredibly slowly. The ball trundles along the grass and only gradually rises if volleyed.

At first, the scrolling screen looks impressive, but after a while you really notice how cluttered the field appears — there hardly seems room for the ball, let alone team members.

Scoring a goal is a feat in itself, the controls aren't too sensitive especially when trying to go for a swerve shot. What's more, the goalkeepers are pathetic. And that's on the auto setting, try and control your keeper manually and prepare to be constantly thrashed by the computer teams.

It's debatable whether *SFS2* is a soccer simulation, if it is, it's not very accurate and handles more like a kick around in a park than an international tournament. All it needs are a few striped ties and a couple of crumpled jackets for goal posts and it'd be your average playground game at a comprehensive school — the shoulder barge would feel right at home.

Yes, the four player mode is fun, but try and keep an eye on who's who at all times — it's impossible! It's a case of boot the ball up the pitch and hope it reaches that vague green arrow signalling where your team mate is. It is a laugh, though, especially if you and a partner manage to link some cool passing plays together and score.

As for single players, it's doubtful whether you'd keep playing for months on end and the large variety of moves won't satisfy the most ardent of soccer fans. The penalty shoot out is a nice touch but didn't keep my interest for more than half an hour. *SFS2* may be a sequel but with no distinct improvements your better off with *Striker*.

72%

Just hope that it's yellow, for a red card means the player is removed for the rest of the match.

Some moves depend on the position of the players; when the ball is in the air, a footballer can head it, whereas when it's on the ground the same button is used for a sliding tackle. Goalkeepers vary from team to team, and if you're not impressed by your goalie's performance you can opt for manual keeper control. *Super Formation Soccer 2* also includes a save option so a squad and their tournament placing can be recalled at any time.

The road to glory

Winning the human cup is no easy — or short — task. Each match lasts five minutes and the opposition get progressively better. Each computer-controlled team has an individual playing style so learning their strengths and weaknesses takes a while.

There's a password after each victory meaning no annoying restart. So, with World Cup glory firmly in your sights, get out there and restore some national pride.



The nerve-jangling penalty shoot-out: pick your spot and hope for the best.

'Only recommended for four-players'



I was the one in school who was always hanging around on the edge of the defence so I never got possession of the ball and embarrassed the team. And that's what *Super Formation Soccer 2* reminded me of: it's more like a kick-about in the park than high-pressure sport.

But this average game is another example of how mediocre titles are greatly improved by adding players. Whatever combination of players you're using the action is baffling and frantic, most of the time degenerating into slide tackles and everyone piling onto whichever poor soul's got possession. Things can get really chaotic, with mad long-range passes because you don't know where your players are offscreen, and panic-fuelled shoulder charges when all else fails.

The automatic keepers are cool, especially when on goal kicks you regain control and can leave the box and run up the pitch, potentially scoring. But the pitch feels too short and wide, and though the men are brilliantly drawn and animated they're still too big and clutter the screen.

Really good soccer sims have room for tactics and plays; fairly good ones, into which category *Super Formation Soccer 2* falls, are a laugh. I wouldn't recommend playing this without the adaptor, but for four die-hard football fans it could occupy many a rainy Sunday afternoon.

68%

Head and shoulders

Players' actions vary depending on their position in relation to the ball. Here's a guide to the moves available...



Lo: for long-distances passes over players' heads.



Chest: control the ball from a lobbed pass.



Head: perfect for powerful clearances and shots on goal.



Short pass: accurate sidefoot passes to nearby team mates.



Sliding tackle: uproot dallying players with well-timed tackles.



Shoulder barge: ideal for shoving opponents off the ball.

Final analysis



A real disappointment. Not the classic I was so dearly praying for, rather a remix of the original.



Apart from a few cosmetic changes this looks and plays almost identically to the first game.



A little better than the original with the obvious advantage of the four-player adaptor.

Final day score

Chris

Reached Semi-finals



SUPER LEAGUE



Despite being great fun in four-player mode, the cost of the multi tap and strong competition prevents this from making the league.

Sound

75

Kicking thuds and crowd effects but nothing to compare to the atmosphere of live soccer.

Graphics

82

Excellent into-the-screen scrolling but playing area can become cluttered, especially with numbers on.

Playability

75

Frantic fun with four players but controls are often unresponsive.

Lastability

73

Entertaining multi-player game but limited for solo players. Needs a little more variety.

Force factor

70

Despite redrawn graphics and four-player mode this is no real improvement over the original.

SUPER NINTENDO

UNIVERSAL CONVERTOR	£12.00
ALIEN 3	£47.00
ASTERIX	£54.99
BATMAN RETURNS	£45.00
BOMBERMAN	£49.99
BUSBY	£49.99
CYBERNATOR	£44.99
EQUINOX	£54.99
FLASHBACK	£54.99
FORMATION SOCCER 2	£52.99
HYPERFIGHTING	
(STREETFIGHTER 93)	CALL
JURASSIC PARK	£54.99
MARIO COLLECTION	£49.99
MARIO KART	£39.99
MARIO PAINT	£49.99
MORTAL COMBAT	
(MORTAL MONDAY)	CALL
ROCKY & POCKY	£48.00
STAR WARS	£44.99
STAR WING	£44.99
STRIKER	£45.00
TAZMANIAN DEVIL	£47.99
WORLD HEROES	£55.00
W.W.F 2	£49.99

WAMAZING
DEALS!



ZAP

081-295-0556



MAIL ORDER HOTLINE



14 High St, Chislehurst,
Kent, BR7 5AN

MEGADRIVE

AMAZING TENNIS	£38.99
DAVIS CUP TENNIS	£39.99
FATAL FURY	£37.99
F-1 (Domark)	£44.99
FLASH BACK	£37.99
JUNGLE STRIKE	£39.99
JURASSIC PARK	£39.99
MICRO MACHINES	£32.99
MORTAL COMBAT	£49.99
RANGER X	£39.99
SHINING FORCE	£45.00
STREET FIGHTER 2	£59.99

MEGA CD

ECCO THE DOLPHIN	£39.99
FINAL FIGHT	£39.99
SEWER SHARK	£39.99
SWITCH	£44.99

RING FOR LATEST RELEASES!!

ORDER COUPON



Name

Address

Postcode

Visa/Access No

Exp Date

Item Cost

Orders despatched within 24 hours.
Cheques dispatched subject to clearance.

- ★ OVER 100 Second Hand games on all systems
- ★ Game Gear/Gameboy - every title available!!
- ★ REPAIR SPECIALIST (From Consoles to PCs)
- ★ Ring for "SPECIAL OFFERS"
- ★ EVERY TITLE AVAILABLE ON ALL MACHINES!!

AMS
ELECTRONIC GAMES

GAMES DIRECT FROM OUR SHOP AT MAIL ORDER PRICES



081 201 0535



ORDER FROM THE LIST BELOW OR VISIT OUR SHOP AT 145b DEANS LANE EDGEWARE MIDDX. HA8 9NY

SNES (UK/US)

ADDAMS FAMILY 2	£49.99
ALIEN 3	£44.99
AMAZING TENNIS	£49.99
BATMAN RETURNS	£49.99
BATTLE TOADS	£54.99
BLUES BROTHERS	£44.99
BRAWL BROS	£44.99
BULLS VS LAKERS	£44.95
B.O.B.	CALL
BURBY	£54.99
CONGO CAPER	£44.99
CYBERNATOR	£49.99
DEATH VALLEY (Road Runner)	£44.95
DESERT STRIKE	£44.99
DRACULA	CALL
DUNGEON MASTER	£54.99
EQUINOX	CALL
E.V.O.	CALL
FATAL FURY	CALL
FINAL FIGHT II	CALL
GOODS	CALL

SNES (UK/US)

HIT THE ICE	£44.99
HOOK	£44.99
JIMMY CONNORS (Pro Tennis)	£44.99
JOHN MADDEN 93	£44.99
KING ARTHURS WORLD	£49.99
LEMMINGS	£44.99
LOST VIRKOS	£49.99
MARIO COLLECTION	CALL
MARIO KART	£39.99
MECH WARRIOR	£49.99
MIKEY MOUSE	£54.95
NBA BASKETBALL	£49.99
NHLPA HOCKEY 93	£49.99
OUT OF THIS WORLD	£44.95
PARODIUS	£49.99
PEBBLE BEACH GOLF	£44.99
PGA TOUR GOLF	£44.99
POCKY & ROCKY	£54.99
PRINCE OF PERSIA	£49.99
PILOT WINGS	£44.99

SNES (UK/US)

PUSH-OVER	£44.99
O'BERT	£44.99
RAILROAD TYCOON	CALL
ROCKY & BULLWINKLE	CALL
ROYAL RUMBLE	£54.99
SHADOWRUN	£54.99
SIM CITY	£39.99
SIM EARTH	CALL
SPANKY'S QUEST	£44.95
SPIDERMAN & X-MEN	£44.99
SONIC BLASTMAN	£44.95
SPACE MECHFORCE	£39.99
STREET COMBAT	£39.99
STREETFIGHTER II TURBO	CALL
STREETFIGHTER 2	£54.99
SUPER CONFLICT	CALL
SUPER SOCCER CHAMP	£44.99
SUPER STAR WARS	CALL
SUPER STRIKE EAGLE	£44.99
SUPER TENNIS	£39.99
SUPER TURRICAN	£44.99
STARFOX/WING	£49.99



A
"TREASURE
CHEST"
OF TITLES!

SNES (UK/US)

TAZMANIA	£49.99
TERMINATOR 2 (Judgement Day)	CALL
TERMINATOR	£39.99
THE DUEL TEST DRIVE II	£44.99
TUFF ENUFF	CALL
TURTLES IV	£49.99
ULTIMATE FIGHTER	CALL
UTOPIA	CALL
UN SQUADRON	£49.99
UNIVERSAL ADAPFORS	£14.99
WALAI GOLF	£49.99
WARP SPEED	CALL
WING COMMANDER	£49.99
YOSHIS COOKIE	CALL
ZELDA III	£39.99

LOOK!

IF YOU DONT SEE THE ONE YOUR'RE LOOKING FOR - JUST CALL
(081) 201 0535
MON TO FRI 12.00 to 7.00pm SAT 10.30 to 6.30pm
SENSATIONAL SOFTWARE - SENSATIONAL PRICES

LOOK!

Please call to reserve, and/or confirm availability. Thank you

ORDER COUPON PLEASE MAKE CHEQUES AND POSTAL ORDERS
PAYABLE TO AMS ELECTRONICS (DEPT SNES FORCE) 145b DEANS
LANE, EDGEWARE, MIDDX, HA8 9NY

NAME

ADDRESS

TEL

ITEMS

EUROPEAN ORDERS WELCOME TOTAL



Puzzle

Producer.....Mindscape
Supplier.....Mindscape
Price.....£39.99
Status.....Official UK release

Players.....1
Lives.....n/a
Continues.....Infinite
Extras.....Save option

What the makers say...

We're going to make damn sure the Super Mario Brothers teach you a lesson. Never has learning been this much fun!

■James Morris

Controls

	Speed up
	Jump
	Nothing
	Talk
L	Nothing
R	Nothing

First impression

Bearing in mind this is aimed at younger players it looks like good fun.

Some of the questions may be too tough for younger players.

Not much fun to be had here. I don't think it's got much to offer at all.

First day score

Will Completed 3 cities



Mario is Missing

Geography and fun are not normally associated — but Mindscape's latest 'edutainment' title aims to change that...

Bowser, king of the koopas, has moved from Mario World into ours. From an Antarctic castle equipped with the latest Passcode-Operated Remote Transportation and Larceny System (PORTALS), which enables the koopas to teleport anywhere, he plans to steal all the treasures of Earth.

But this time, instead of waiting for the pesky plumber Mario to turn up and spoil things, Bowser has

Luigi must discover which city he's in, what has been stolen, and where he can find it.

set a cunning trap and captured him. And with Mario incarcerated our hero is Luigi, accompanied by the ever-faithful Yoshi.

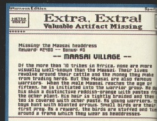
Mario is Missing is sold as an 'edutainment' title — a word coined to describe a game presenting education in an entertaining manner — for four-year olds and upwards. The action starts with Luigi at the doorway of Bowser's frozen fortress, where he can get into the PORTALS and teleport to the cities where Bowser's koopas are operating.



The koopas are harmless but they hold key information to the location of Mario.



Once you enter a city, this giant mutant cactus blocks your exit until Yoshi turns up.



One of the helpful newsletters dished out by the nice TI woman.

Once in a city Luigi must discover which city it is, what has been stolen and where he can find it, by chatting to the locals and asking questions. It's a non-stop journey that takes Mario's baking brother to Cairo, New York, Tokyo and Paris in search of famous artifacts such as the Sphinx, Big Ben and the Mona Lisa.

He uses the green pipes from previous Mario games to travel quickly around a city. The Globulator enables him to view a scrolling map of the world and control Yoshi's movements across it; the aim is to teach players a basic understanding of geography and history as they try to reunite dinosaur and plumber. And Luigi's pocket computer stores all information gleaned so far, with an onscreen menu calling up data.

Tourist traps

To recover stolen treasure Luigi must find and dispatch the koopas that's carrying it, then take it to the tourist information office. There are three stolen items in each city, and each one must be taken to the correct office, which is discovered by trial and error. The nice lady in the office then asks Luigi general-knowledge questions about the city, which — if he's talked to the right people — he is able to answer.

More information can be collected by visiting the tourist office empty-handed, whereupon a kind woman — who bears more than a passing resemblance to Princess Mushroom — gives Luigi an information sheet. Each city has characteristic buildings in the background and a cute version of the national style of music.

Mario is Missing claims to teach children map-reading, geography, and facts about the major cities in the guise of a fun game.

'As fun as detention'

Chris H



This is a valiant effort at edutainment, yet it misses out on many points. Several questions would be too tough for the younger members of its intended audience, even when the answers are collected. What child wants to wade through reams of text about ancient monuments?

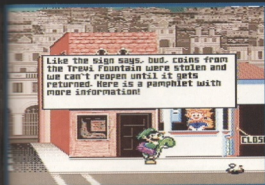
Moreover, it's boring. After the Mario appeal has worn off, the game is reduced to plodding around each country using the same tactics. If *Mario Is Missing* is supposed to educate, why do the

inhabitants of all the countries resemble each other? The same policewoman, scientist and tourist are in every location. A few fur coats in Russia and some Union Jack boxer shorts in England would be more enlightening.

And the map is way out of proportion — there would be an uproar if such false information were dished out in a primary school.

Kids aren't going to want to stick with a game this repetitive, and parents wouldn't be so cruel as to make them endure the monotony. It's neither entertaining nor educating.

38%



Above: Luigi travels around the world via the green pipes from the Super Mario Bros games. Here he's in Beijing.

Left: she's tall, blond and beautiful. The ever-helpful Tourist Information lady is never too busy to lend a hand.

Postcards from the edge...

Luigi's rescue operation takes him to many of the world's most culturally significant locations. Here are a sample of the sights he sees on his journey.



ANCIENT COLISEUM



GREAT WALL OF CHINA



SISTINE CHAPEL



TREVI FOUNTAIN

Final analysis



Over 12s can forget it! Despite some nice touches and typical Mario charm it's much too easy.



If you're old enough to read this review you're probably too old to enjoy this game. Not up to Mario's standards.



I didn't enjoy it but I can see the appeal to younger players. One to pester mum and dad for.

Final day score

Simon

Completed 8 cities



SUPER LEAGUE



A valiant attempt to use the popularity of the Mario Bros to create an edutainment game, although not enough depth to make the Super League.

Sound

65

Remixed versions of familiar Mario tunes provide a fun backdrop to the action.

Graphics

68

Plain and repetitive backgrounds plus the world map is out of proportion.

Playability

55

Easy enough to pick up and play but gameplay is so restricted it becomes lifeless.

Lastability

28

Not enough of a challenge for teenage players and too difficult for the below 10s.

Force factor

42

A good attempt at an educational game for all ages let down by restricted gameplay and difficulty.



Sports

Producer.....Storm/Sales Curve
Supplier.....Sales Curve

Price_____
Status_____

Players	1
Lives	1
Continues	
Extras	Difficulty settings

What the makers say...

Sun... sea... sand and a lorra lorra laffs. Get your mates over for some fantastic fun. *Crazy Sports* is a must for armchair athletes!

■ Colin Brown

Controls

	Action
	Run
	Action
	Run
L	Nothing
R	Nothing

First impression



Originally a bad game, this certainly hasn't improved with age.



Not a good start.
The graphics are poor and the gameplay repetitive.



Very dull and samey. Graphics are weak and sound disappointing.

First day score

Will

FINISHED

James Pond's Crazy S

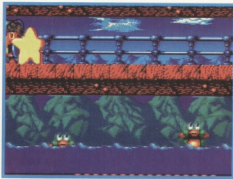
Defeating the forces of evil is one thing, but can James Pond survive another sports sim? We investigate...

James Pond, Bubble-07 licensed to gill, has vanquished the demented Dr Maybe and his evil minions, so to keep fit for the next mission he devises the Aquatic Games — a tournament for him and his mates.

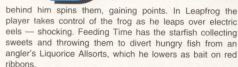
Featuring remixed versions of the music from *Super James Pond II*, *Crazy Sports* has eight events for the cod and his friends the seal, dolphin, starfish and frog: 100-Metre Splash, Relay Race, Bouncy Castle, Shell Shooting, Leapfrog, Tour de Grass, Feeding Time and Kipper-Watching.

The relay race starts with the unusual sight of a dolphin trundling along on a unicycle.

The 100-Metre Splash has James sprinting through or (if he's fast enough) over water, while in Bouncy Castle he uses two sea-sponges as trampolines for midair somersaults, twists and the like; hitting shells on the wall



Feeding time: the aim is to collect sweets in an effort to divert hungry fish from anglers' bait.



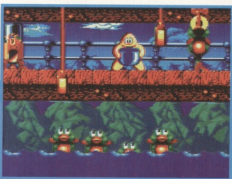
Shell Shooting stars James again: as crustaceans are hurled at him he jumps on them. Green squishy things propel him high into the air to squash flies on the ceiling, and there's a tray to catch rebounding shells, both features giving bonus points. Electrified metal shells with spikes are best avoided.

Race against time

The Relay Race starts with the dolphin trundling along on a unicycle against the clock, before jumping onto a seesaw and throwing the seal as far as he can. The seal jumps, crabs and bounces a beachball to hit the starfish. Woken by this, the starfish tries to collect sweets falling from the sky, and when his basket's heavy enough he throws it onto the other end of a seesaw where James is sitting, patiently waiting. And so from a hurling start James makes the final sprint to the tape.

ling Kipper-Watching involves the seal bouncing balls offscreen to protect the angel fish below, with flashing balls and alarm clocks to be nosed for a bonus. Tour de Grass plunks the dolphin back on his unicycle as he jumps crabs and collects bonus points from flashing butterflies above him.

Before the Aquatic Games, a shortened version of each event can be practised in training mode.



These fishermen aren't amused as the fish feed on James' sweets rather than their Licorice Allsorts.



Shell shooting: the object of this weird event is to jump on the crabs...



...the green squidgy creatures propel James upwards, but watch out...



Too late, James remembers the electric shell, and lands right on its spikes.

ports



Going for altitude by using the sponge, James soars high...



...and somersaults over the shells, to the second sponge...



...but he falls abysmally and spends the night in casualty.



The 100 metre splash: on your marks, get set, go!



James sprints by pumping his fins as fast as possible...



...and he makes it to the line first and takes the gold medal.



The relay race sees the dolphin pedalling at top speed on his unicycle.



Kipper watching: bounce the bells offscreen to protect the angel fish below.

'James should stick to platformers'



James Pond really should stick to his platform games. Only one event in *Crazy Sports* is remotely playable and that's Kipper-Watching, which is entertaining for around five seconds, although there's not a kipper to be watched anywhere.

The sprint (100-Metre Splash) and relay races are similar in both gameplay and appearance. I thought games had progressed since the days of *Track and Field*-style button-hammering, but press [START] on this and you're whizzed back to the Spectrum joystick-wagging of the Eighties.

Not only is your joystick susceptible to serious damage, but your mind could flip from the horrid tunes: exactly the same ditties as in *Super James Pond 2*, but off-key.

Even the 'event' games have a limited lifespan, and the twist — the fact none of them actually takes place — just doesn't work. If you're dubious as to whether James should stray from his usual jump-and-shoot surroundings, take a look at this — you'll soon long for a platform packed with collectible items.

Forty-odd quid is a joke worse than any fish-related gag I can think of.

36%

Final analysis



Track and Field without any of the charisma and a really annoying soundtrack. Stay away!



Although James Pond games are famous for great gameplay, this is the exception to the rule.



I don't like this at all. If you're a James Pond fan satisfy yourself with *Super James Pond*.

Final day score

FINISHED

SUPER LEAGUE

DIDN'T MAKE THE TOP 10

SPORTS

With games like *Mario Kart* and *Striker* in the super league, this dismal effort doesn't stand a chance. Pond should stick to platformers.

Sound 49

Minimal music, and sound effects which are neither special nor effective.

Graphics 62

Cute cartoon-style sprites, but the undetailed backgrounds lack variety.

Playability 68

The *Track and Field*-style gameplay relies on how fast you can pummel the joystick rather than skill.

Lastability 25

Despite the variety of events, you'll be hard-pressed to keep your eyes open.

Force factor

James' worst game to date — this out-of-date sports game hasn't the depth to interest serious players.

38



Puzzle

Producer.....Storm
Supplier.....Storm

Price.....£39.99
Status.....Official UK release

Players.....2
Lives.....1
Continues.....None
Extras.....Password system

What the makers say...

175 mind-bendingly addictive levels, three modes and the new SNES mouse option make this endless fun. Forget Lemmings!

■Colin Brown

Controls

	Nothing
	Place/pick-up block
	Nothing
	Jump
L	Nothing
R	Nothing

First impression



A serious challenger to Lemmings? It looks good but has it got the playability?



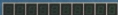
Hokus and Pokus? Looks more like a Lemmings clone to me



Where's the infuriatingly-addictive soundtrack?

First day score

Simon Level 19



Tro



The easiest way to solve a problem is have two brains work it out in Team mode.

They walk in a trance and obey every order, but even the SNES FORCE staff have difficulty walking on ceilings. Troddlers, however, can do just that...

In a storyline similar to Walt Disney's *Fantasia*, Hokus and Pokus are two mischievous novice magicians serving a powerful sorcerer, Divinus. But between magic lessons, instead of scrubbing floors and washing windows, the pair prefer to sneak off and read comics.

Fed up with their slacking, Divinus decides to create his own workers, and his spell-casting and incantations

produce the ultimate servants: Troddlers, small creatures who work for ever unless told otherwise. But disaster, in the form of Hokus and Pokus, shatter Divinus's dream.

One day, while he's away from the castle, the apprentices stumble across a packet of Divinus's new invention — instant Troddlers, with 'just add water' inscribed on the label. Several buckets of water later the little blighters are trooping about all over the place. Worse still, Hokus and Pokus haven't read the small print: 'Under no circumstances should Troddlers go near a teleporter, lest they turn into zombies.'

What happens next is predictable enough, and gameplay proper begins when an enraged Divinus orders Hokus and Pokus to follow the creatures into the teleport and retrieve them.

Tread carefully

Warped into strange lands, the player takes control of either Hokus or Pokus (both are used in two-player mode), with the task of guiding the Troddlers to the nearest exit. But the Troddlers never stop walking, and that means anywhere — gravity has no effect on them, so they move up walls and along ceilings with ease.

The only magic on the player's side is the ability to conjure up and take away stone blocks, vital in reaching high platforms and forming bridges for the Troddlers. But blocks are not infinite, so careful use is vital, and positioning them is not as easy as it sounds: they can only be

placed immediately adjacent to Hokus or Pokus.

The tasks to complete in each time-limited level are not always related to saving Troddlers, and several stages require you to collect diamonds. Hazards increase head-scratching: among the regular nuisances are the zombies, mutated by the teleporter, who'll cause havoc if they reach the exit, and can kill Hokus, Pokus and the sane Troddlers if you're not careful. Cannons, grinders and trick exits are also common. Fortunately, any lost energy can be partially replaced by picking up fruit, or fully replaced by collecting a heart.

There are four modes of play, Solo, Teamwork, Practice or the self-indulgent War mode, where the players try to sabotage each other. And there are a whopping 175 levels, although 75 of them are two-player only.

There are a whopping 175 levels although 75 of them are for the two-player game only.



Only by using blocks sparingly can you finish a level. If you misplace one, there's a simple answer — take it back!

dollers



No diamonds in sight? Well, that boulder holds the key.



Grit your teeth and get pushing. There's a reason for all this hard labour.



Never mind warning signs — just shove that boulder and...



...a collection of diamonds appears, ripe for the picking.



The first levels are designed as a gentle introduction.



Not only do big guns blast the apprentices, they destroy boulders.



Some of the levels allow you to walk on the ceiling.



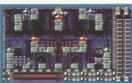
Keep your eyes closed all the time and you'll miss the free fruit.

Brain Box

A selection of bonuses and hazards found along the way.



Diamonds: although different colours these precious gems are all worth the same points. Collect a set amount of each colour to complete a level. Sometimes need to be created by the player. **Grinder:** chews Treaders up if they walk past. **Flipper:** flips Treaders in the direction indicated. **Clock:** provides an extra minute to complete the mission. **Side Grinders:** wall-mounted gadget to chop up Treaders.



Diamonds are forever... in awkward places to reach.

'Lemmings revisited'



This is virtually a scaled-down version of *Lemmings*. The levels are only one screen big, you can only perform one function (as opposed to ten) and the tunes aren't half as hilarious, making for less complicated strategy and less fun. But that's just the one-player game.

The two-player Teamwork and War modes add a dimension that... er, the other ones don't have. The War mode is a bit pointless, as you can drop blocks on your fellow players in Teamwork mode as well.

Anyway, dropping Treaders into meat-grinders can be just as much fun.

There is some variation from the medium levels onward, where new types of block are introduced and foes become more of a problem (and more frequent).

Graphics are nothing special, though suitably cute and fairly well shaded. The only time they catch attention is when a character falls asleep or starts shaking his head in a disapproving manner. Sound is also average, with the spot FX the best feature. The two-player modes are cool, but one-player is just a poor man's *Lemmings*.

63%

Final analysis



The later levels are more challenging but not as enthralling as the all-action War mode.



A hard task to live up to the exceptionally high standard of *Lemmings* but this is a valiant effort.



Not a bad game but there are a lot better puzzlers available. Definitely a try before you buy.

Final day score

Will

Completed Level 62



SUPER LEAGUE

6 Q'BERT

7 TRODDERS

8 SPIN DIZZY WORLDS

PUZZLE

Although not up to the *Lemmings* standard, it has the edge over *Spin Dizzy* but the lack of one player interest puts it behind *Q'Bert*.

Sound

58

None of the jolly tunes that makes *Lemmings* such a joy to play.

Graphics

60

Basic blocky backgrounds though plenty of variation. Reasonable shading, but lacks a little polish.

Playability

70

An entertaining and uncomplicated puzzler. Addictive and easy to get into — needs more variety.

Lastability

69

Tedious after a while, but a laugh in War mode. The 175 levels provide a stern challenge.

Force factor

An unoriginal but well-made puzzle game. Fun in two-player mode but a little limited for one.

65

Special Delivery

Amazed, enraged, flabbergasted, furious, irate or impressed? Whatever your feelings on anything in the Super Nintendo universe write and tell us...

Confused

First of all I would like to congratulate you on a brilliant magazine. Please could you answer these questions for me.

1. In one of my friends magazines it had a rumour that there will be a cartridge featuring *Super Mario Bros 1,2,3* and *Mario USA* on the SNES. Is this true?

2. When will the Super CD be released in the UK?

3. how much will the Super CD cost?
4. Which is better *B.O.B.* or *Alien 3*? Why do you think your choice is better, and which one would you advise me to get.

■ Garry Knotts, East Kilbride, Glasgow

1. You've learned a valuable lesson here Garry. If you want the facts — not the rumours — read *SNES FORCE*. In issue Two we previewed *Super Mario All-Stars* — a four-in-one cart featuring redrawn versions of Mario's NES adventures. The game is released in the States in August and in the UK towards the end of '93. The US version costs \$60 (approx £40) no confirmed price as yet for the UK version.

2/3. Officially, Nintendo has no plans to release a CD unit. They have made it quite clear they will only make the move to a CD-based system when all the potential of cartridge games is exhausted — which judging by the success of *SF2 Turbo* (a 20-meg cart!) won't be for a long time.

Unofficially, we've heard from inside sources that Nintendo are working on a 32-bit CD unit. When — and if — this will appear is unknown.

4. *Alien 3* has better graphics and sound plus tons of atmosphere, while *B.O.B.* is funnier and more light-hearted. Personally, I prefer *Alien 3* but check Directory Enquiries (or Issue One) and decide for yourself.

GNPIS R

Officially the best

When I saw *SNES FORCE* on the shelf in the newsagent, it was screaming 'Buy Me' and though I normally by *Super Play*, I decided to give your first issue a try. I was really impressed. Here are my thoughts:

1. I like the feature on the Mario movie and the Sigourney Weaver interview. Instead of just all Super Nintendo things, you include features which have something to do with the games. I think the idea of having about four or five reviewers doing one game is good. The Super League is also a good idea and the news is excellent as well.

2. I think that some of the ratings are too high: *Street Fighter II* got 96%; *F-Zero* 92%; *Super Mario World* 95%! Although the mark for *Starfox*, 85%, was a good one because most magazines have gone over the top with that.

Also *Taz* was a little confusing as the first glances didn't match with the final rating of 86%.

3. You explained about your policy of reviewing less games in more depth and I agree this is a better approach. *Super Play* do about half a page for some reviews — most of which are stupid rip offs of *Street Fighter II* and *Super Star Wars* which no one wants to read anyway. Which leads me to my last point...

4. Do you only review UK games? I understand you review US and Japanese games in Directory. Enquiries But the 8 games you reviewed were all official UK releases.

My congratulations on a great magazine. Good luck in the future.

■ Steven Skerry, Camberley, Surrey

You raise some very interesting points Steven. I think having five reviewers test each game ensures that you get a wide range of opinions. Let's face it, £40 is a lot of money to spend on a cart so you need to be sure you're getting a top quality game. If all five of us agree, you know you're onto a winner!

2. Each game rating is thought out over a four-week period and includes the opinions of five professional reviewers. The games you mention are four of the top games of all time. We wholeheartedly believe they are worth their rating.

Full marks for spotting the *Taz* comments. I really like the game but other members of the team aren't as keen — that's the beauty of our system. Yes, the rating should have been lowered — as it is on all other reviews — to take into account the other three comments.

3/4. We are committed to reviewing official UK releases in the maximum amount of depth possible. I don't see the relevance of half-page reviews on games that may not even get released in this country. I'm sure you'll agree

you'd rather read about UK PAL games than 'grey' imports that aren't compatible with the official UK Super Nintendo.

CHRIS R

Rent-a-cart?

In my travels I have noticed that certain shops have been hiring out Sega games. When I owned a Sega Mega Drive (those dull and dreary days) I thought this was great, you could test games before buying them thus buying none of those many crud games.

Anyway, then I bought a Super Nintendo (yeh, wow) I searched to the end of the earth and could not find a shop which hired games for my machine.

When I discussed this with one of my many friends he told me that Nintendo will not let any shop hire their games out. So I thought, why the hell not?

Anyway, days after him telling me this I found a shop which hired me games for £2.50 a night and £7-10 a week depending on the price of the game.

Could you please tell me whether it is legal to hire out Super Nintendo games.

Oh, yeh, your mag is ace!

■ Charles Barbosa, Ascot, Berkshire

Hiring out Nintendo games is 100% totally and utterly illegal. We spoke to Mike Hayes, Marketing Director of Nintendo UK, and asked him to explain why:

'Nintendo UK has no plans to introduce a rental scheme under the 1988 Copyright Act.'

The first argument for rental is cost saving. We estimate that our video games give our players over 100 hours play. If a player rented a game for an evening of say, six hours' play for £3, in the end it would cost the player more to rent the game than it would to buy it in the first place, but he or she wouldn't have the benefit of actually owning the game.

The second argument is try before you buy. However we believe we give our players lots of opportunities to try the games through our 3,000 plus demonstration units in retailers up and down the country, specialist magazines like *SNES FORCE*, video games programmes on TV, Nintendo roadshows and events like the recent *Starwing* launch.

Finally, renting doesn't allow players to swap games, and swapping is one of the most popular ways of trying new ones out.'

So there you have it.

CHRIS R

Super Mag

What a brilliant mag, the best yet. I love the Super League, the refreshing reviews and GB Force adds

a nice touch.

As SNES FORCE is a new mag will there be reviews and solutions on older games, and will there be a GB Force directory?

Keep up the good work
■ L. Robinson, Newcastle, Staffs

There's plenty of scope for solutions to classic games — our three-part *Zelda* tips special is a perfect example. As far as tips go we're flexible. If you want us to tip a game just drop us a line. Meanwhile, you can catch up with all the older games in our Directory Enquiries.

I'm sure you'll agree that with only 8 pages of GB FORCE it makes much more sense to devote as much space as possible to the best new reviews.

CHRIS R

Where's the boss?

I have a few questions:

1. Is there a code for *SFII*, to pick the boss characters?

2. In Issue One there's a cheat for *Robocop 3* on page 77. Where do you do it, and what button do you press to refill the energy metre?

3. Will *Dalek Attack* come out on the SNES?

■ Anon, Liverpool

1. No. No such code exists. If you're really desperate to play the boss characters you can get an import copy of *SFII Turbo* though importers are charging around £120 for it. We recommend that you wait for an official UK version which will be available for a much more sensible price towards the end of the year.

2. At any time during a level, press [START] and then [SELECT] three times, and your energy goes back up.

3. No.

CHRIS R

Questions, questions, questions

1. Does the Action Replay act as a convertor as well as a cheat card?

2. If so does it run *Star Fox*?

3. In *SF II Turbo* can you do moves in mid-air?

4. Also in *SFII Turbo*, if you are playing as Vega how do you jump on the wall and dive if there is no wire in the background?

5. In *SFII Turbo* are there any new moves like Guile's knee thrust?

6. In the normal *SFII* if you play with the same character all the way through on level 7 you get a congratulations screen with 8 fighters in it. I've seen screen shots with all 12 fighters on it. How do you get this?

7. Will *Mortal Kombat* have all the special moves and finishing moves as on the Mega Drive?

8. Is the Super Advantage the best stick around?

9. Are there any Action Replay codes for *Mario Kart* and could you tell me them?

10. Do you have any idea of the release date of the Super CD?

11. Could you play American & Japanese games on it or will you have to use a convertor?

12. Will there be another *Mario* or *Zelda* game on it or the SNES?

13. I've heard that the *Zelda* games are coming out on Sega CD is this true?

■ David Wray, N Ireland.

1. Yes.

2. No, only a couple of converters can handle the SuperFX chip. The best solution is to buy the

Letter of the month

First of all, I would like to congratulate you on a most brilliant magazine! I'm not just saying this as an opening sentence, I really mean it! Your reviews are excellent and very detailed and the quality of screen shots is much higher than in any other mag. The competitions are amazing — you're offering great prizes and I hope you carry on like this!

Moving on to the main reason for my letter, I'd like to congratulate you especially on the review and articles on *Alien 3*. They're really interesting and told me everything about the game and films I love so much. Yes, I'm one of those! I'm an avid follower of the *Alien* trilogy. You're probably thinking this guy's a fanatic! and you may be right but I, personally think that Sigourney is one of the best actresses this planet has ever been blessed with and your interview with her was definitely the kind of thing that most computer mags are missing.

Most magazines just go on and on about computers, page after page, until eventually you reach the back cover. Having read these magazines you felt there is something missing and you feel slightly unsatisfied with what you have read. After reading your fab magazine I felt really happy and fulfilled.

I really hope you keep having interviews or articles on famous stars such as Sigourney Weaver in issues to come. It really puts the finishing touch to such an excellent SNES Force. You're now my favourite mag — and that's just after one issue!

Just before I go, could you please ask Will to send me a massive kiss please?

Well done again to everyone who put the

fabulous magazine on the shelves!

■ Hywel Reed, Wales

Stop it, you're making us blush! Seriously, thanks a lot for writing in. SNES FORCE is a completely new type of magazine for Super Nintendo owners. Our philosophy is simple — to bring you the most in-depth and informed coverage — just take a look at the 7-page special on *Mortal Kombat* (page 26) to see what we mean.

I'm especially pleased you like our celebrity interviews. It's something no other magazine does and I agree it puts the 'finishing touch' on a review or preview. This month we continue our big-name interviews with Winona Ryder talking about *Dracula* and next month we've got something even bigger lined up — so zip over to page 68 and order your subscription before the prices go up.

I know it's an old cliché but this really is your magazine. If you've got any comments, ideas or suggestions please let us know.

As for a kiss from Will, I better let him answer that one...

CHRIS R

...Grrrrrr. I knew I'd get some enquiries as to my gender, but this is getting out of hand. Thus, I proclaim once and for all, I am MALE. A boy, man, the stronger, uglier, stupider sex. I've played rugby, drunk pints with the lads and once had a flat-top haircut. How many more macho things do I have to do?

Still, you can have a big kiss if you want...

will

Drawing the right conclusion

I recently bought a SNES with *Starwing* and I thought I'd buy a few mags. One of these mags was yours and it was by far the best. I loved the *Alien 3* special.

After reading it, I bought the game — your review was spot on. I have enclosed a drawing of *Bubsy*, a game which I hope to buy soon. Could you answer these questions for me?

1. What mark would you give *Super Star Wars* and *Turtles IV: Turtles in Time*?

2. What joypad/stick would you recommend?

3. What is the best racing game on the SNES?

Thanks for your help, brilliant first issue!

■ Robert Townsend

Thanks for the compliments, Robert. I'm pleased you agreed with our *Aliens 3* review. Sorry, but we don't print reader art at the moment mainly because we aren't sure if readers want to give up valuable space to an art section.

However, we're always open to your suggestions and if you want an art section in the mag we'll do one. Let's put it to the vote. Write in and let us know what you think and we'll print the results next issue.

1. *Super Star Wars* gets 92% and *Turtles 75%*.

2. The Super Advantage and the SN programmable are two of the best joysticks around at the moment.

3. The one that gets played most in the office is *Mario Kart* but if you're after a serious racer, I'd go for *Nigel Mansell's F1* (see review on page 46)

CHRIS R

Drop us a line to: Special Delivery, SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW

Kombat boredom with SNES FORCE

SupScribe

For a limited period only, UK subscribers will receive 13 issues of SNES FORCE for this inconceivably low price. You better hurry though, prices are set to go up, so to avoid disappointment order now.

Subscription application

Please reserve me the next 13 issues of SNES FORCE and deliver them to my door at a vastly discounted price...

Name

Address

Postcode Phone

Choose an option: UK mainland ☐ £19.99 4503
Within Europe* ☐ £34.99 4505
Outside Europe* ☐ £44.99 4507

Payment method: Cheque ☐ Postal order ☐ Credit card ☐

Card number Expiry date

Signature

Return to: SNES FORCE SUBS OFFER, Database Direct, Freepost, Ellesmere Port, South Wirral, L65 3EB

* Q&Ts apply to UK only (overseas customers can write for details of how to obtain them) All offers subject to availability. E&OE

13 issues only

£19.99

for a limited period

Exclusive reviews * Expert strategy news * The code collection * The guide * Interviews with the stars * Awesome competitions * Exclusive reviews
Exclusive reviews * Expert strategy news * The code collection * The guide * Interviews with the stars * Awesome competitions * Exclusive reviews

BRITAIN'S BEST GAME BOY ACCESSORY

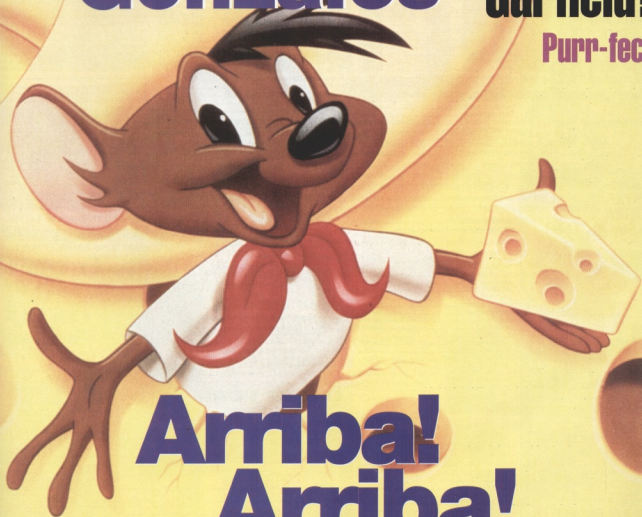
GB FORCE

ISSUE 3 SEPTEMBER '93

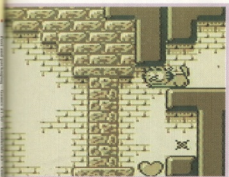
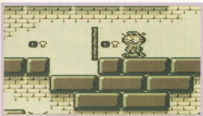
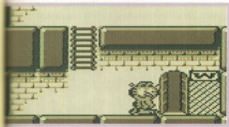
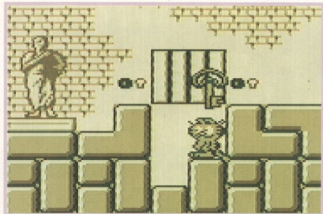
**Speedy
Gonzales**

Fire Fighter
Flaming good fun

Garfield!
Purr-fect



**Arriba!
Arriba!**



Garfield

Producer: Kemco

Release Date: September '93

Everyone's heard of Garfield — the world's most laid back cat. Now the ginger tom Lasagne lover has slouched onto the Game Boy. The intro sequence sets the scene as Garfield and Odie the dog play hide-and-seek in some ancient ruins. Unfortunately Garfield's love of food causes him more than a few problems, and to cut a long story short — the podgy puss falls through some ruins and ends up trapped in an underground labyrinth.

Now, dog's aren't known for their attention to detail and true to form Odie doesn't notice that Garfield has got himself into trouble.

The gameplay involves getting a hungry and hacked off Garfield out of the labyrinth in time for his early evening snack.

No food for thought

This probably isn't what die-hard fans would expect from a Garfield game — for a start, there's no food to be found anywhere (not unlike the barren fridge in the GB Force office).

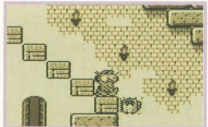
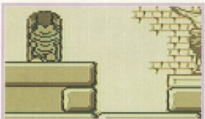
Instead Garfield has to trundle along a maze of passages, dropping bombs — collected along the way — to kill any baddies stupid enough to walk into them.

There's also a bit of handiwork involved, as Garfield has to drill through blocks to pick up hidden collectibles, including extra energy.

Good food doesn't hang around forever — so there's a time limit to deal with, as well as a wealth of enemies. As if things weren't traumatic enough for a hungry cat there are dozens of puzzles and traps to overcome. Complete the puzzles, collect enough stars to make a giant key and Garfield is ready to move on to the next maze packed level.

Collecting the stars is, predictably, a matter of wandering round the levels avoiding baddies and other assorted obstacles — but it can be fun.

To sum up, Garfield's first appearance on the Game Boy looks promising — but for the moment a better bet might be a nice big plate of lasagne.





Speedy

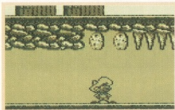
Producer: Sunsoft



Forget other pretenders to the throne — the original speed freak will soon be ripping it up on the Game Boy. Speedy Gonzales is here, showing his fine face in a six-level platform romp.

Speedy kicks off on the ice stage, full of — icy things — for our fast friend to collect or avoid. One of the most obscure parts of this level involves bouncy penguins! — simply leap onto one of them and Speedy is thrown up into the air. This is sometimes the only way to progress, as you can travel to higher platforms. Speedy also receives help from a friendly whale — without whom he would drown in the frigid waters.

Puzzle-solving plays an important part of the game. There are stages where it seems impossible



to get any further, but just experiment with a few of the signs you find lying around. These affect various things, such as switching fans on or off. They also act as returning points when you lose a life.

The next stage to host the young mouse is Mexico Town. Speedy returns to his home during this quest to free his friends from the nasty King Rat.

Spring in the air

Speedy can use springs that are dotted around to his advantage, leaping tall buildings in a single



bound. Make sure that Speedy never comes into contact with fire, or even the smoke coming out of chimneys.

Before Speedy can zoom on to the forest level he must defeat Mexico's most feared bandit in a fight to the death.

Then comes a Robin Hood level, where Speedy is free to roam around 'Sherrywood Forest'. This is one wood where the teddies aren't having a picnic. Speedy comes across alligators and mouse-eating



Nintendo

Astérix

...is



Nintendo

Original
(Nintendo)
Seal of
Quality



©1993 LES ÉDITIONS ALBERT RENÉ / GOSCANNY-LIPERZO

Nintendo, Game Boy, the Nintendo Product Seal and other marks designated as "TM" are trademarks of Nintendo. ©1993 Infogrames Ltd.

GAME BOY

Release date: Late September '93

Release date: Late September '93

Gonzales



plants, but things aren't as bad as they first seem — there are platforms with arrows which act as conveyor belts, pushing Speedy in the right direction.

After three stages Speedy must square up to a huge gorilla in the middle of the jungle. Then it's time to move on to the sandy desert for lots of Sphinx-related action; this level features a few nice touches and yet more interesting puzzles for Speedy.

Next it's time to send a vulture on its way before zooming off to the open country level. Bees and ladybugs are deadly here and the fish bite! After this brief excursion Speedy can approach King Rat's stronghold, but he's got to find it first — hidden on Cheese Island. Finally, all that remains is to kill King Rat and Speedy's rodent relatives will be free again.



KNOCKOUT!

Coming Soon on
Super Nintendo™
Entertainment system



- ★ *"Tipped to be the hot new video game stars this summer"* **GB Action**
- ★ *"What a guy, what a game!"* **Game Zone**
- ★ *"Top marks. . . the business . . . If you like Mario, you'll love Asterix"* **C & VG**

★ **"9/10 lastability
... a tickly, yet tough
challenge
deemed to last"**

GR Action

SPECIAL OFFER
AMAZING DISCOUNTS ON TRAVEL
AND ACCOMMODATION TO THE ASTRIX
THEME PARK PLUS ONE FREE JUNIOR ENTRY
WITH EVERY GAME PURCHASED

Special

Infogrames Ltd, 18a Old Town, Clapham, LONDON, SW4 0LB 071 738 8199

THE QT ProPad

IT'S SO **HOT...**



IT'S **COOL...!**

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
- Multiple fire buttons
- Autofire
- See-thru casing
- Slow motion
- Rapid fire mode

SUGGESTED RETAIL PRICE £16.99 INC. VAT.

Another winning product from...

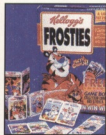
SPECTRA
VIDEO
TEL. 081-902 2211

Available from

BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME •
HMV • W.H.SMITH • TANDY • VIRGIN • and all the Best Computer Shops

FROSTIES

Game Boy Giveaway — Grrrreat!



GB FORCE teams up with Kelloggs to bring you a crunchy, sparkling, sugar-frosted yet nutritious compo!

Playing your Game Boy requires you to be in the peak of physical and mental fitness. Workouts, hand-eye coordination exercises, a nutritious breakfast.

Nutritious breakfast? In a secret, unofficial paper entitled

Consoles and the Mind, scientists state that a strict diet must be followed to achieve your full potential on any machine. For Game Boy owners, it especially recommends low-fat, high-energy cereal to stimulate the cornea and make staring at that lcd so much

easier, and a positive role model with which to identify. Cereals such as... Frosties! And a role model such as... Tony the Tiger!

And in reaction to this scientific revelation, Kelloggs (producers of many such fine cereals) have decided to give away, in each pack of Frosties, two of 24 Nintendo collector cards and one of 12 Nintendo stickers. What's more, the sticker doubles as a scratch card, with a circle which can be scratched off to reveal whether you've won one of

46,000 prizes — including Game Boys and T-shirts.

Kelloggs approached the experts responsible for the document because they wanted some extra "research material", but the paper had already been printed, so where could they go to reach intelligent console gamers? Their favourite organ of the Nintendo scene, of course, our very own GB FORCE. And so we have 30 sets of special Kellogg's Frosties Nintendo prize packs up for grabs, including:

- Dr Mario singing alarm clock
- Nintendo T-shirt
- Poster
- Badges
- Collector album

So, to help the scientists in their research, we beg you to fill in the coupon below, and send it to:

Frosties Competition, GB FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Competition entry form

- 1)** The new Kellogg's Frostie slogan states that they are part of your what?
- a) Nutritious Breakfast..... ☐
 - b) Inner Psyche..... ☐
 - c) Apple Crumble..... ☐

- 2)** Prohibited tigers were which of the following?
- a) Very cold..... ☐
 - b) Very frightened..... ☐
 - c) Sabre-toothed..... ☐

- 3)** Kellogg's Frosties are coated with:
- a) Marmalade..... ☐
 - b) Sugar..... ☐
 - c) Milk chocolate..... ☐

- 4)** Frosties (and indeed, all cereals) are usually eaten out of which of the following?
- a) Doors..... ☐
 - b) Cups..... ☐
 - c) Bowls..... ☐

If you don't wish to receive mail from other companies, please tick this box ☐

Don't forget that the editor's decision is final because he's mastered psychokinetics, and no correspondence will be entered into until he's solved astral thought projection (ie never).

Name

Address

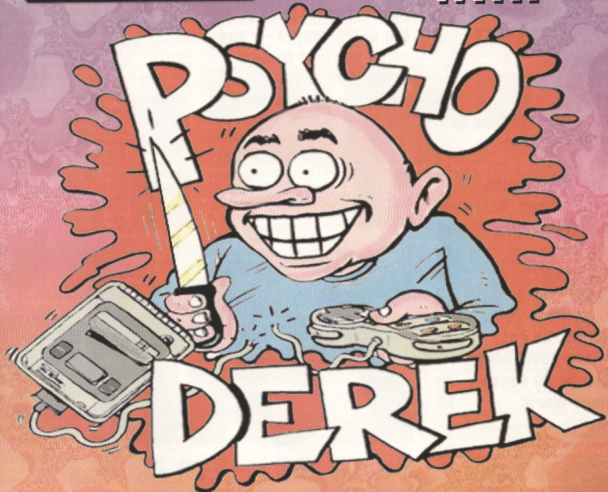
ZIT

MORE LAUGHS THAN YOU CAN SHAKE A STICK AT

£1

MONTHLY

PLAY
NINTENDO
WITH



AND YOU WON'T GET THROUGH LEVEL ONE

MEET PSYCHO DEREK, THE CRAP MARIO BROTHERS, POSTMAN PAT AND HIS BENGAL TIGER, LORD LAD,
HECTOR RECTUM, BILLY NO MATES AND ALL THE REST IN *** ZIT COMIC *** MORE FUN THAN A FUMBLE IN YOUR UNDERPANTS

The Complete solution

This month we feature playing guides to *Zelda* and *Tiny Toons*, plus hundreds of hot cheats and codes. Use the index below to pinpoint the game of your choice.

Index...

Alien 3	76
B.O.B.	83
Best Of The Best	79
Bubsy Bobcat	77
Krusty's Fun House	78
Pugsley's Scav. Hunt	81
Street Fighter II	76
Super Swiv	78
Test Drive 2	79
The Lost Vikings	77
The Legend of Zelda:	
A Link To The Past	76
Tiny Toon Adventures:	
Buster Busts Loose	80
Wayne's World	78

Calling all games players! If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money. We pay £50 for the best maps or solutions used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Welcome to the final part of our *The Legend of Zelda* tips special. Find out how to boost dwindling energy — we reveal the location of all the extra hearts — and solve any last-minute headaches in our questions and answers forum.

Where to find the extra hearts:



Piece 1 (Lost Woods)
Go to the fortune-teller's hut just north of Kakariko village and then enter the Lost Woods. Keep walking north until you reach a group of bushes in a 3x3 square.

Chop away the centre bush and drop into the hole and you land next to a piece of heart.



Piece 2 (Thieves' Hideout)
Enter the Thieves' Hideout — it's the one at the north end of Kakariko village — and go downstairs. Now place a bomb next to the crack on the north wall. Walk through and open up the chest for a heart container.



Piece 3 (Kakariko Village)
Walk to the well at the northeast corner of Kakariko village, and jump into it. Now place a bomb against the crack in the north wall, walk through the hole and open up the chest for a heart container.



Piece 4 (15-Second Game)
Walk to the house with the quarrelling brothers — it's southwest of Kakariko village — and place a bomb by the crack in the middle of the house. The brothers make up and you can exit through the left-hand door and talk to the woman about the 15-second game. Winning the game is quite easy; just don't forget to use the Pegasus shoes, as they let you run through the bushes and greatly speed up your progress. You can have as many goes as your cash supplies allow. After a bit of practice you should do the course in the allotted time and get the heart.



Piece 5 (Watergate)
Go into the Watergate in the swamp and pull the right-hand lever, to open the dam and lower the water levels in the swamp. Now go outside and you see the container slightly to your left.



Piece 6 (Desert of Mystery)
Go to the Desert of Mystery and find the cave in the northeast corner. Once inside you should see the wise old man Aginah. Place a bomb against the south

The legend of Zelda A Link to the Past Part Three

Small Tips Street Fighter II Turbo

To boost the maximum turbo setting from four to a massive ten, simply input the Capcom cheat, which is [Down], [R], [Up], [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you will be able to put the turbo settings right up to ten, which is totally unplayable but fun to watch.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], [Up], [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

Thanks to Jay and Dick from London who called us and gave these excellent codes — when the game had only been out a matter of days!

Alien 3

This excellent blaster received a well-deserved mention in our first issue of SNES FORCE. Here are the codes for each level, thanks to everyone who sent them in.

Level 2 QUESTION
Level 3 MASTERED
Level 4 MOTORWAY
Level 5 CABINETS
Level 6 SQUIRREL
Level 7 OVERGAME

The Lost Vikings



particular is very helpful when you are exploring a new dungeon.

Shooting Gallery

This is the best location in the game for getting extra rupees. It is located in the dark world so you need to



be quite a way into the game to use it. Go to the village of outcasts, then walk south and before long you should reach it. It costs only 20 rupees to play and you can win a maximum of 124 rupees in one game; this is a gain of 104 rupees on just one go. Shoot at the octopus-like creatures at the back of the gallery — the best tactic is to wait for the large gap before shooting as you increase your chances of hitting the target dramatically. It may take a bit of practice to get your aim and timing right but when you do you can get loads of extra money, which really prove an advantage in the latter part of the game.

Smithy's Well

This is a very useful location in the game, although you will need to have the magical hammer and magical dust to use it. Go to the Smithy's house in the light world and use the hammer to knock the stake by the well shaft into the ground. This allows you to drop down it. When you are down there you see a strange red and green statue; sprinkle some of your magical dust on it to make a small creature appear. He reduces the amount of magical power you use by half. This proves very useful as you go further into the game, because more of the items require magical power to work.



Here's a guide to help you improve your fighting skills. Fighting is one of the key elements which must be mastered if you are to finish this huge adventure.

Using the Shield

The shield is usually forgot about — many players try to dodge shots rather than use the shield, even though using it is much easier and you don't run into other baddies while trying to dodge the fire. The shield can only be used when you are not using the sword. As you progress the shield you are carrying can be powered-up and becomes an even better defence. The starting shield deflects arrows and small projectiles. The next best shield is the red shield, which deflects fireballs and other similar fire. The final shield

is the very powerful mirror shield, which deflects any kind of projectile attack including the extremely powerful laser bolts.



The Spin Attack



This is a very useful attack and should be mastered as soon as possible. If you are approaching an area which has a number of smaller enemies in it, power-up the spin attack and when they all attack you it is much easier to kill them all in one go. The spin attack can also be used to good effect against the end-of-level bosses; it is much more powerful than a normal sword swing and therefore allows you to polish off a boss much faster.

Dash Attack

This is an excellent attack but can only be used when you have collected the Pegasus shoes. Hold down the attack button and you run forward with your sword drawn; baddies which get in your way will sustain some damage and may even be killed, as this form of attack is very powerful. It also lets you run through dangerous areas.



Finally, here are some Zelda questions and answers, with the tough points and apparent dead ends in the game made easy.

Q I'm stuck in the Watergate Dungeon (dark world) looking for the crystal and can't seem to find the boss.

A To find the boss you need the big treasure from this dungeon which is the hookshot — an excellent weapon which allows you to get over gaps which would normally be impossible. When you have this you should go out of the north door of the room which contains the big treasure chest. Then go through some more screens and before long come to what seems like a dead end with lot of waterfalls. The second waterfall from the right is the one you need to go through. Now you go through a few more screens, which should be no problem, and you reach the boss.



Q How do I free the bird in the village square?

A Find the flute which is buried in the northwest corner of the Haunted Grove, although you need to get the shovel first. You get the shovel by going to the Haunted Grove in the dark world and talking to the boy. When you have the flute play it at the bird in the square and you then have a quick way of getting around the map.

Q I have the fire rod from the Haunted Forest palace (dark world) but then seem to have come to a dead end; what do I have to do?

these to Ankur Joshi of Berkshire	Level 1	JSSCTS
	Level 2	COBAMN
	Level 3	SCVWAM
	Level 4	WKLBNL
	Level 5	MBLBNL
	Level 6	AMDKRK
	Level 7	STGRTN
	Level 8	DBSCH
	Level 9	SEKPRB
	Level 10	MSFCTS
	Level 11	KMGRBS
	Level 12	SLJMBG
	Level 13	TGRTVN
	Level 14	CCDLSL
	Level 15	BTCLMB
	Level 16	STCJDH

Wayne's World

This is a pretty pathetic film, but if you are having trouble getting to the later levels, this little cheat will allow you to bring up the level-select.

On the spinning Wayne's World logo hold [X], [Y], [B], [L], and [R], and press Down and then Up. Thanks to Ankur Joshi (again) for this cheat.

Krusty's Super Fun House

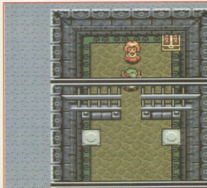
On the code screen enter a space then JOSHUA. This will give you an infinite supply of lives and allow you to access the level-select.

Super Swirl

This is an excellent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to, but it proves very useful, doubling your firepower.



A. Find the skull face with the legs coming out of his mouth — it's in the northwest corner of the forests — then stand in front of it and use the fire rod. The protruding piece blows up revealing the entrance to the last part of the dungeon.



Q. I can't find the boss in the Village of Outcasts Dungeon — where should I be looking?

A. Finding the boss of this dungeon is quite difficult. First you should go to the room directly above the boss room — use the map and compass to locate it — where there is light shining through the window onto a crack on the floor. Throw a bomb over the wall and blow a hole in the floor, letting the light shine through, then go down to the dungeon's cells and agree to take the maiden to safety. Lead her to the room where the boss should be and take her into the light; she then mutates into the boss.

Q. How can I get into the Ice Dungeon?

A. This does seem impossible to begin with but is really very simple. Go to the island in the light world — it's in Lake Hyria — and pick up the right-hand rock to reveal a warp tile. This takes you to the entrance of the Ice Dungeon. Make sure that you have the Fire Rod and Bombos Medallion first, though.

Q. How do I get into Turtle Rock?

A. Go to the broken bridge on Death Mountain and use the Hookshot to get over it. Once at Turtle Rock climb onto the mound with the stakes on it. Knock the stakes into the ground in the following order: right, middle, left. A warp tile will appear and you can go to the dark world. Once in the dark world use the Quake Medallion on the symbol to open up the dungeon entrance.



Q. I'm stuck in the dark palace. There is a large green statue and a dead end — what do I do?

A. Simple; fire an arrow at the statue's eye, and this opens the way forward. This sort of puzzle crops up quite a bit, so if you do reach a seemingly dead end try pushing or firing arrows at any surrounding statues.

Q. I keep warping to the dark world but whenever I get there I have turned into a small pink rabbit and can't pick things up or use magical weapons. What am I doing wrong?

A. You need to collect the Moon Pearl from the Tower of Hera, the castle on top of Death Mountain, where it's in the big treasure chest. This stops you turning into the rabbit.

Q. I can reach Ganon in the Pyramid of Power but can't seem to kill him. He turns blue when I use the

sword on him but the arrows have no effect. What do I need to collect, or am I doing something wrong?

A. Where were you last month when we did a guide to all of the bosses in *Zelda*? To defeat Ganon in the final battle you need the silver arrows, which are obtained from a magical pond in the Pyramid of Power. Buy a big bomb from the bomb shop and place it by the crack on the left-hand side of the pyramid. You are then able to go through and walk up to the magical pond. Throw in the normal arrows to get the silver ones. Now go use them on Ganon.

Q. Where can I find the second Dawaven blacksmith? I know he is in the Dark World, but where?

A: He's in the Dark World. Go to the area which would be the library in the Light World. There are three heavy stones and a frog-like creature trapped behind them. Take the creature to the blacksmith's house in the Light World and this reunites them. They offer to temper your sword, which makes it much more powerful.

Q. Where is the big treasure key in the Skull Palace dungeon?

A: This dungeon is split into three sections, each with its own entrance. The first section contains the big treasure chest — this isn't the one you want. Exiting the first section, walk north then turn west and you come to another entrance. Enter and you find the big key. Pick it up, go back to the big treasure chest and open it up to reveal the Fierocer.

Q. I'm having trouble getting to the boss in the Ice Palace dungeon. I've found the big key and the treasure chest but can't get to the boss. There is a pressure pad on the floor which opens the door to the boss, but there's nothing to hold it down. What should I do?

A: This is a common problem. Backtrack through the dungeon to get to the room with the hole in the middle and the two blocks either side of it. If you have the coloured crystals set correctly, you are able to push off one of the blocks and it falls through onto the pressure pad, allowing you to meet the boss — who, by the way, is very easy.

**That wraps up our
Zelda guide. The first
two parts can still
be ordered by calling
051 357 1275.**

Best of the Best

This password sent in by Mick Batley of Portsmouth will give 99% in all of the departments of training. At the title screen press Start, and then move up to the options. Press Start again. Now highlight the password option and press Start again. You will see a load of numbers and letters in the top left-hand corner of the screen. Change them to: RH1255W37C.

Test Drive 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to tune just about everything on your car.

When you are driving along, pressing the [A] button on the second pad will call a pit crew. Thanks to Jan Long of Manchester for that little tip.

Action Replay Codes

Zelda III

7E0B 9905
Arrows in the shooting gallery
7E04 B409
Time in the treasure field
7EF3 5402
Maximum lift power (golden glove)
7EF3 5001
Flippers
7EF3 5904
Best sword
7EF3 4101
Boomerang
7EF3 4201
Hookshot
7EF3 4301
7EF3 4401
Magic powder

Tiny Toons

Complete Solution

When it comes to graphics and gameplay there are not many games in the same league as *Tiny Toons*. This comprehensive guide takes you through every stage of the Konami classic

Level 1: Looniversity:

The first level is relatively easy and shouldn't cause to many problems. The main enemies are the Looniversity's rats. These rancid rodents



spring out from lockers and attack you in the corridors. A jump on the head sees them off.

When reaching the library section, jump on the switches thus moving the bookcases close enough so you can jump from one to the other and reach the top. Watch out for rats appearing from side shelves. Just before the end of the level you meet some rats on pogo sticks.



They are harder to kill than normal rats so time your jump carefully.



Boss

The first end-of-level boss is a distant relative of Taz. You may think the object is to kill him with the jump attack — not so. Instead, feed him with the goodies on the level. When he stops spinning knock one of the cakes in to his mouth. The best way to do this is to stand under him

and hit the platform above, hopefully knocking a tasty morsel in his direction. Repeat this five times, he becomes full and goes to sleep. Now you're off to Level Two!



7EF3 4501

Fired

7EF3 4601

Isord

7EF3 XX01

Keep adding one to XX for the next item in the inventory box.
Steven Lee, Ripley, Surrey

Street Fighter II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.

7E0C 3680

Dhalsim's teleport (use

Left and Right)

7E0D 686A

RyuKen's air hurricane

(use Down)

Paul Smith, Sloubridge,

West Midlands

I have found an Action Replay code for Pop 'n' Twimble on the sxs: just

type in 7E1F600 and exit the parameters screen, then turn the

Action Replay on as soon as the Konami sign appears on the screen.

Pick one or two players and you will both have infinite continues.

Matthew Sherratt,

Halesowen, West

Midlands

Pro Action Replay

Super Swiv (UK)

7E50 9AXX — infinite

lives player 1

7E50 9CXX — infinite

lives player 2

Tiny Toons (UK)

7E00 680X

Level-select — no more

missing about with the

passwords! Just deduct

Level 2: Wild West

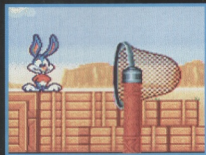
The second level is split into two parts. The first is the town and is very easy. Watch out for the



dogs running around the town. They move quite fast and prove troublesome. Despatch them with a well-timed jump attack. Low flying bald eagles are also very tough to kill so just dodge them.

The second part of the level is set on a train. The aim is to make your way across it without being scrolled off the screen train.

The train's hanging nets try and pull you off. If you do get caught, the only way to escape is to dash.



Pass the nets and you reach a message saying run — do so. Again touching the back of the screen means death. Keep running, follow the on-screen prompts and you won't go far wrong.

The final section of the train ride is set over a collapsing bridge. As it begins to crumble jump from the carriage — use the dash to get enough speed. You appear back on the train and enter a tunnel. This section is relatively easy until you reach the jumping blocks. Leap across them until you reach safety. The key is timing and patience — so don't rush.



Bonus Bonanza

There are random bonus stages at the end of each level. This is a guide to all of them with tips on how to get the most lives out of each.

Sweetie: Weigh-in

Select five characters, the computer also chooses five. The two corresponding toons stand on the scales and the heaviest wins. Each victory gains you an extra life. Success is complete luck, though spreading out the heavier characters gives you a better chance of winning.



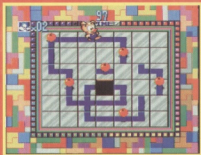
Babs Bunny: Rescue Mission

Buster's girlfriend runs around the maze freeing the trapped toons from their cells. Each rescued toon earns an extra life. Watch out for Elmyra who smothers you in hugs and kisses. Anticipate Elmyra's movements and stay ahead of her. This is an easy bonus round and a good chance to stock up on lives.



Hampton: Sliding Puzzle

This is tricky. Solve the puzzle before Hampton starts to stroll. The more blue lines connected, the more apples won — every apple is worth a life. Think quickly and plan ahead to get all the apples.



Plucky Duck: Bingo

Select six bingo faces and Plucky marks them on your card. A complete line wins an extra life. Faces appear at random so keep your fingers crossed and hope for the best.



Furrball: Squash

A fun level and an excellent chance to pick up loads of extra lives. The aim is to play as long a rally as possible. Every time the ball bounces off the back wall a light appears. Turn on all the lights to win a life. If you miss the ball all the lights go out and you have to start again. The key is anticipating the ball's flight path.



one from the level that you want
7E00 QAXX
Varies the speed of the ball in Furrball's squash
7E1A 03XX
Alters time in squash — keep switch active for infinite time

7E1A 3200
Infinite time for Hampton

Pig (variable)
7E1A 023A

Infinite time for Babs (variable)
7E00 B00Q

Moonwalkin' Buster! He slices around. Change last two digits to make him go invisible when moving. If he gets hit, deactivate and then reactivate the switch.
7E00 BEXX
Choose number of continues

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

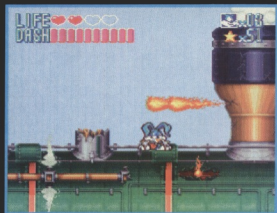
7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart

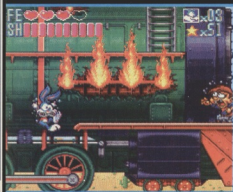
7E00 9C0A
Gives maximum of ten bits of heart

7E00 9C0A
Gives maximum of ten bits of heart



Boss

Attack the giant engine that guards Level Two in stages. First, concentrate on destroying the funnel with your jumping attack, dodging the fire it blasts out. Make your way down avoiding the steam jets firing out of the engine. When you reach the bottom of the engine you finally catch up with Montana Max. You're now ready for Level Three.



Level 3: Ghost House:

This level is set in a spooky ghost house belonging to an evil, mad scientist. The ghosts are the first hazard you come up against. They float around in singles or, more often than not, in groups. The best bet is to kill them using the jump attack as they are very difficult to dodge if you have a large



group following.

The vampire bats take two hits to kill but are difficult to hit as they alternate between bat and vampire very quickly. Don't try and avoid the vampire as he is very fast. Instead, take extra time, get in close and finish him off.



Boss

The object is not to kill the monster but to destroy the monster's machine which the evil scientist is operating. The secret is kicking the metal bolts the monster throws at you, back at the machine thus slowly cracking it into pieces.



It may take some time to get the timing right but it's the only way to demolish the machine. Watch out for light bulbs thrown by the monster as they drain energy.



Level 4: American Football

This American football level, is one of the most original stages ever. The object is simply to score a touch-down. You get four attempts to move the ball four yards — fail to make it and you lose a life. Choose between a running or passing play to gain the required first down.

Running is the easier of the two options. For best results keep moving — jumping and sliding makes it much harder for the opposition to tackle you.

Passing is slightly more difficult: a cross appears where the ball is about to land and you have to get Buster to this spot as it arrives. Getting to know the



extra lives:
3BA537D4 &
DBA537D4
Jump higher
c. 3BA537D4 &
DBA537D4
Jump a bit higher
o. 3BA537D4 &
DBA537D4
Jump even higher

Game Genie Codes

Best of the Best

a. 828DD009
Infinite special moves

b. DEC36069
Start with one special move

c. DEC36069
Start with eight special moves

d. BAC36F69
No special moves for player 2

e. D4C30DAD
Player 1 can play with any boxer (no special moves)

f. DCC30FDD
Less strength

g. DCC30FDD
Less resistance

h. DCC30FDD
Less reflexes

i. 74C30FDD
More strength

j. 74C30FDD
More resistance

k. 74C30FDD
More reflexes

l. D68FAD65
Almost infinite energy

More level codes

B.O.B (UK version)

Anybody who's familiar with this stunning space-based platform shoot-em-up will know it's not only one of the

timing of the running pattern takes practice so keep trying.

There is no boss on this level. Score the touch-down and you're automatically whisked off to the next stage.



Level 5: Sky

Accurate and fast jumping is the key to conquering this level. The bubbles on the first section disappear quickly so don't hang around too much. When you've climbed high enough you move on to an airship and have to contend



with a bald eagles trying to knock you off. The best thing to do is kill them as soon as they come into range. If you can't kill them quickly, duck.

Before long the balloon pops, a bird catches you and takes you to the next section — the Pinball area. Here the aim is to move up the table



collecting the coloured balls. Gathering them all releases a trap door allowing you to escape.

The final, vertically-scrolling, section is very tricky. The background keeps moving and falling of the bottom of the screen loses a life. The key to success is using the dash technique and jumping at the right time. It may take a little practice but complete it and you're off to the next level.



Level 6: Space

Space, the final front ear — and for Buster this is the definitive challenge. The beginning of the level is set in a hanger bay. Buster's first goal is to get into the giant space ship. To do this you need the key hidden in the top left of the level.



Now go to the green keyhole a few platforms down, duck to use the key and enter.

The second part of the level features a continually left-right scrolling screen — keep up with it or lose a life. One extra hazard is the enemy battle ships firing huge bombs. Unless you hide behind the shield provided you lose a heart.

Complete this to go onto another small section where you use the dash technique to run up a pit. Watch out for enemies springing out at you and keep an eye out for buttons on the side.



Red ones restore dash power while others drop an oil drum on your head, taking you down to the bottom of the pit and robbing a heart. After a trouble-free, left-right section you finally meet the last boss.

Boss

This is it, the final boss. When the battle starts, he jumps onto one end of the gun and as it rotates he tries to blast you with it. The trick is to knock him off with a well-timed jump attack.



Manage this, he bounces around the level and the gun keeps rotating and firing. Although you can dodge the blasts, he gets hit a couple of times before jumping back on the gun. Now simply repeat the process until he's dead.



Congratulations! You've completed the game. Watch the credits roll by and savour those great Konami graphics.

most playable, but also one of the toughest, games around. If it's not your thing, there's a drop-in date with the game's release. Using the 48 level codes below:

Level 1 530237

Level 2 462893

Level 3 905781

Level 4 583721

Level 5 370439

Level 6 633059

Level 7 960379

Level 8 685349

Level 9 110674

Level 10 853268

Level 11 950745

Level 12 923571

Level 13 570836

Level 14 103495

Level 15 481376

Level 16 713852

Level 17 171058

Level 18 743690

Level 19 901588

Level 20 574471

Level 21 671265

Level 22 103928

Level 23 481773

Level 24 144895

Level 25 361497

Level 26 574132

Level 27 711984

Level 28 775895

Level 29 361687

Level 30 704526

Level 31 472149

Level 32 775092

Level 33 652074

Level 34 614906

Level 35 982341

Level 36 905237

Level 37 072251

Level 38 635184

Level 39 272578

Level 40 605463

Level 41 672451

Level 42 575381

Level 43 752790

Level 44 265648

Level 45 302653

Level 46 845297

Level 47 382975

This code is for the last

level: 426081

J.W. van Hout, Holland

TEOD 1450: Infinite energy

To get a hidden options screen with difficulty-select and sound test, hold down [L] and [R] and press [START]. Now go to exit and press [B] for the options to take effect.

Final Fight Guy

On stage four, walk up and down in front of the white dog for more energy.

George Foreman's KO Boxing

Timer goes slower: 566D07D
Timer goes faster: D6C0D7D
Infinite Super Punch (after pickup): 6D25A704
Both players start with half health: 4D6C07D
At damage affected effects opponent (you may still take a very small amount of damage)
C22AAD04+572AA064+622AA464+57AA444

Gods

Here are some handy codes to help you through.
Temple: SDI
Labyrinth: MGB
Underworld: BMH
701D80D: Give X lives
70156FF: Over 65000 money
70157FF: Infinite energy

Gradius III

To get extra weapons, pause and press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [A] and [B].

For 29 extra lives per credit, go to the title screen and hold [DOWN] and [LEFT] diagonally on the joystick while pressing [A] three times.

To access the arcade mode, go to the options screen, place the cursor on difficulty setting and press [A] as fast as possible — use autofire if you're gut it.

For extra credits, push [X] repeatedly at the title screen. When you get to level 5, at the start of the level fall down the first chain on the right. Notice Triskelion at the bottom of the pit; walk across to the right and you'll see a 3-up and a 1-up. You have to go underneath the rocks to reach them. Then, when you've collected this, do and repeat the same procedure until you have built up enough lives.

Hole In One Golf

7E10A102: Get a hole in one every time

Hook

This cheat enables you to build up loads of extra lives. When you get to level 5, at the start of the level fall down the first chain on the right. Notice Triskelion at the bottom of the pit; walk across to the right and you'll see a 3-up and a 1-up. You have to go underneath the rocks to reach them. Then, when you've collected this, do and repeat the same procedure until you have built up enough lives.



Hyperzone

To access a sound test press [L], [R] and [START] to access a screen; to access the music press [A].

Jaki Crush

Just type in a row of fives (5555...) and start the game. You'll start with more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 30 — the game counts in hexadecimal.) Other great passwords include: 14444447, 66666667, 8888888, 'CCCCCCCC' and 'XXXXXXX'.
7E1028X0: Replace XX to get any number of lives
7E102802: Infinite balls
For 34 extra balls type in the password as 88888888.

James Bond Jr

Try these level codes:
Level 3: 0007
Level 4: 3675
Level 5: 9025
Level 6: 1813
Level 7: 3853

Joe and Mac

7E08 1A82: Infinite boomerangs for Joe
7E08 5A82: Infinite boomerangs for Mac
7E08 1AA3: Infinite fire for Joe
7E08 5AA3: Infinite fire for Mac
7E08 1AC4: Infinite stone wheel for Joe
7E08 5AC4: Infinite stone wheel for Mac
7E08 3501: Infinite keys for Joe
7E08 7501: Infinite keys for Mac
7E08 6202: Infinite lives for Mac
To eat a level you've already completed, [PAUSE] and [SELECT].

Joe and Mac 2

7E02402: Infinite lives

John Madden's Football '92

For anybody out there who's been mad enough to bris this horribly nasty conversion, here are some codes.

Buffalo: BBBF737CNR, BBBF78JFM
Chicago: BBBF8CJLS, BBBF84J2P
Cleveland: BBBF00T4N8, BBBF00N4EP
Dallas: BBBF07MLS, BBBF07SM8
Denver: BBBF8MFLST, BBBF8M3MT5
Green Bay: BBBF8KCTF, BBBF8C9MYG
Houston: BBBF0TWT7, BBBF0200W6
Indianapolis: BBBF8NLTUR, BBBF8N6LBC
Miami: BBBF8GSS24, BBBF8G3W23
New Orleans: BBBF8KJAWY, BBBF8K91Y5
New York: BBBF27HMS, BBBF8VW8RT
Pittsburgh: BBBF8YJ3S, BBBF8Y47JL
Seattle: BBBF8YK615, BBBF8ZJZML
Miami: BBBF8GSS24, BBBF8G3W23

For a super cleanup of the crowd — so you can see just your dad's been bunking off work to go the match — hold down any button and press [START]. As other screens appear, keep holding the button. Don't worry if the screen goes blank; you won't have knocked your machine. A cleanup of one of the fans appears. To get back to the action let go of the button!



Kablooez

Here are a few level codes for this little puzzler:

Level 17: DBVG
Level 18: DPLF
Level 19: DJRN
Level 20: GBTF
Level 21: JPHN
Level 22: GBMF
Level 23: PBSS
Level 24: WFRF
Level 25: LFRG
Level 26: CVFF
Level 27: LPUJ
Level 28: DETG
Level 29: WSGD
Level 30: TJMG

Kiki Kaikali

Don't get fooled by the cute looks, this one's a pretty demanding shooter! If you're finding it too difficult to get ahead, try this stage-select cheat. At the character-select screen, move the selection cursor to the desired character. Keeping [X] and [Y] pressed, press [A] four times, [B] four times, and then [A], [B], [A], [B], [A], [B], [A], [B], and [START]. The stage-select screen should appear. Just choose the stage you want to play then start!

King of the Rally

Although this isn't by Konami, the Konami command can be used for round select anyway. While the Round menu are running, just tap in [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [B] and [A] on controller 1. You'll hear a sound if it's word. Select the round by pressing UP or DOWN and start.

If you find you're running out of fuel while racing, pause the game with SELECT, and key in the Konami command. Your fuel tank will be

instantly replenished so you can keep the pedal to the metal without ever worrying about stalling out. The following selection of useful tips was sent in by David Straker of Derby.

Krusty's Super Fun House

Here are a couple of handy cheats for all Krusty fans. Enter the password JOSHUA, with a space before and after the password. This enables you to exit a section without completing it — simply go back to the door and push [UP]. If you repeat this on every section, you'll be able to see the game's finale.

The next cheat helps you round up the rats in a room quickly. In any room where Krusty has at least two movable blocks, place the first block next to a wall. Now wait until the rats cross the block and are between the wall and the block. Stand on the block and release the second block, trapping the pesky rodents. It's best to make sure that the area between the blocks and the wall is the size of another block because then the rats can't escape a single rat.

Level 1: BARTMAN
Level 2: SMITHERS
Level 3: SNOWBALL
Level 4: JEBEDIAH

Krusty's Super Funhouse

(UK version)

Here are five level codes for the UK version of this brainreaser:

Level 1: H4 KIDS
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOULVIE

Lemmings (UK version)

Here are the codes for every infuriating level of the UK PAL version of Lemmings.

Fun level
2: PWKOCJX
4: JPUXVW
6: HONNXPX
8: XGVCLX
10: JXGQJPH
12: GQWVXYO
14: GSPRKKX
16: VOGWGXW
18: DPNFNOR
20: HMMHGXZ
22: ZBLXVZL
24: ZDGHXTB
26: PZBXKCB
28: WDLNLSM
30: XQDHTMU
Tricky level
1: SVZFJVM
3: PZWGLWW
5: GSGVQDZ
7: PMSBPFQ
9: KSRQKXV
11: XJVBQBL
13: CVSDHFL
15: WZNFVLF
17: VYDFRDF
19: GRZHRPP
21: FLMTYFM
23: ZBPFXYG
25: LHQFQXV
27: STVDFXK
29: SKXWZSD
31: ZBLXVZL
33: TWKZCRM
35: KTJATJK
37: MLBCPO
39: JVGWBBK
41: PWWXZSL
43: JPVXSDG
45: BXCHLX
47: GQNLNFM
49: ZQKXVX
51: FQBRCHV
53: HTLDLX
55: CHFXPM
57: CWLGDPT
59: WBLZWCB

Tricky level
1: SVZFJVM
3: PZWGLWW
5: GSGVQDZ
7: PMSBPFQ
9: KSRQKXV
11: XJVBQBL
13: CVSDHFL
15: WZNFVLF
17: VYDFRDF
19: GRZHRPP
21: FLMTYFM
23: ZBPFXYG
25: LHQFQXV
27: STVDFXK
29: SKXWZSD
31: ZBLXVZL
33: TWKZCRM
35: KTJATJK
37: MLBCPO
39: JVGWBBK
41: PWWXZSL
43: JPVXSDG
45: BXCHLX
47: GQNLNFM
49: ZQKXVX
51: FQBRCHV
53: HTLDLX
55: CHFXPM
57: CWLGDPT
59: WBLZWCB

Taxing level

1: LGUMTCD
2: BWNKXZK
3: WGVDFVX
4: QKXZLSC
5: KSRQKXV
6: GWGJGJX
7: JXKFSBD
8: SJXKWNX
9: PFFPLPS
10: BPNRSMC
11: PCVZKXV
12: NTHZDKX
13: PTFXZBP
14: RLGWGXW
15: KWGKGDV
16: GWGJGJX
17: NTHZDKX
18: PTFXZBP
19: RLGWGXW
20: KWGKGDV
21: NTHZDKX
22: PTFXZBP
23: RLGWGXW
24: KWGKGDV
25: NTHZDKX
26: PTFXZBP
27: RLGWGXW
28: KWGKGDV
29: NTHZDKX
30: PTFXZBP
31: RLGWGXW
32: KWGKGDV
33: NTHZDKX
34: PTFXZBP
35: RLGWGXW
36: KWGKGDV
37: NTHZDKX
38: PTFXZBP
39: RLGWGXW
40: KWGKGDV
41: NTHZDKX
42: PTFXZBP
43: RLGWGXW
44: KWGKGDV
45: NTHZDKX
46: PTFXZBP
47: RLGWGXW
48: KWGKGDV
49: NTHZDKX
50: PTFXZBP
51: RLGWGXW
52: KWGKGDV
53: NTHZDKX
54: PTFXZBP
55: RLGWGXW
56: KWGKGDV
57: NTHZDKX
58: PTFXZBP
59: RLGWGXW
60: KWGKGDV
61: NTHZDKX
62: PTFXZBP
63: RLGWGXW
64: KWGKGDV
65: NTHZDKX
66: PTFXZBP
67: RLGWGXW
68: KWGKGDV
69: NTHZDKX
70: PTFXZBP
71: RLGWGXW
72: KWGKGDV
73: NTHZDKX
74: PTFXZBP
75: RLGWGXW
76: KWGKGDV
77: NTHZDKX
78: PTFXZBP
79: RLGWGXW
80: KWGKGDV
81: NTHZDKX
82: PTFXZBP
83: RLGWGXW
84: KWGKGDV
85: NTHZDKX
86: PTFXZBP
87: RLGWGXW
88: KWGKGDV
89: NTHZDKX
90: PTFXZBP
91: RLGWGXW
92: KWGKGDV
93: NTHZDKX
94: PTFXZBP
95: RLGWGXW
96: KWGKGDV
97: NTHZDKX
98: PTFXZBP
99: RLGWGXW
100: KWGKGDV

Mayhem level

2: NQSLXLM
3: JCMPTPC
4: RPKPMFD
5: LSWHNRK
6: HSHXPKR
7: BNMWMTT
8: NQSLXLM
9: JCMPTPC
10: RPKPMFD
11: LSWHNRK
12: HSHXPKR
13: BNMWMTT
14: NQSLXLM
15: JCMPTPC
16: RPKPMFD
17: LSWHNRK
18: HSHXPKR
19: BNMWMTT
20: NQSLXLM
21: JCMPTPC
22: RPKPMFD
23: LSWHNRK
24: HSHXPKR
25: BNMWMTT
26: NQSLXLM
27: JCMPTPC
28: RPKPMFD
29: LSWHNRK
30: HSHXPKR
31: BNMWMTT
32: NQSLXLM
33: JCMPTPC
34: RPKPMFD
35: LSWHNRK
36: HSHXPKR
37: BNMWMTT
38: NQSLXLM
39: JCMPTPC
40: RPKPMFD
41: LSWHNRK
42: HSHXPKR
43: BNMWMTT
44: NQSLXLM
45: JCMPTPC
46: RPKPMFD
47: LSWHNRK
48: HSHXPKR
49: BNMWMTT
50: NQSLXLM
51: JCMPTPC
52: RPKPMFD
53: LSWHNRK
54: HSHXPKR
55: BNMWMTT
56: NQSLXLM
57: JCMPTPC
58: RPKPMFD
59: LSWHNRK
60: HSHXPKR
61: BNMWMTT
62: NQSLXLM
63: JCMPTPC
64: RPKPMFD
65: LSWHNRK
66: HSHXPKR
67: BNMWMTT
68: NQSLXLM
69: JCMPTPC
70: RPKPMFD
71: LSWHNRK
72: HSHXPKR
73: BNMWMTT
74: NQSLXLM
75: JCMPTPC
76: RPKPMFD
77: LSWHNRK
78: HSHXPKR
79: BNMWMTT
80: NQSLXLM
81: JCMPTPC
82: RPKPMFD
83: LSWHNRK
84: HSHXPKR
85: BNMWMTT
86: NQSLXLM
87: JCMPTPC
88: RPKPMFD
89: LSWHNRK
90: HSHXPKR
91: BNMWMTT
92: NQSLXLM
93: JCMPTPC
94: RPKPMFD
95: LSWHNRK
96: HSHXPKR
97: BNMWMTT
98: NQSLXLM
99: JCMPTPC
100: RPKPMFD

11: LHPKMXG
12: LHPVJXJ
13: LCVVJGD
14: COSKXKQ
15: PMSBPFQ
16: WVVXVXW
17: MGXGUSF
18: BWKXWVX
19: HMGJGJX
20: GJCHCFH
21: LHPKMXG
22: LHPVJXJ
23: LCVVJGD
24: COSKXKQ
25: PMSBPFQ
26: WVVXVXW
27: MGXGUSF
28: BWKXWVX
29: HMGJGJX
30: GJCHCFH
31: LHPKMXG
32: LHPVJXJ
33: LCVVJGD
34: COSKXKQ
35: PMSBPFQ
36: WVVXVXW
37: MGXGUSF
38: BWKXWVX
39: HMGJGJX
40: GJCHCFH
41: LHPKMXG
42: LHPVJXJ
43: LCVVJGD
44: COSKXKQ
45: PMSBPFQ
46: WVVXVXW
47: MGXGUSF
48: BWKXWVX
49: HMGJGJX
50: GJCHCFH
51: LHPKMXG
52: LHPVJXJ
53: LCVVJGD
54: COSKXKQ
55: PMSBPFQ
56: WVVXVXW
57: MGXGUSF
58: BWKXWVX
59: HMGJGJX
60: GJCHCFH
61: LHPKMXG
62: LHPVJXJ
63: LCVVJGD
64: COSKXKQ
65: PMSBPFQ
66: WVVXVXW
67: MGXGUSF
68: BWKXWVX
69: HMGJGJX
70: GJCHCFH
71: LHPKMXG
72: LHPVJXJ
73: LCVVJGD
74: COSKXKQ
75: PMSBPFQ
76: WVVXVXW
77: MGXGUSF
78: BWKXWVX
79: HMGJGJX
80: GJCHCFH
81: LHPKMXG
82: LHPVJXJ
83: LCVVJGD
84: COSKXKQ
85: PMSBPFQ
86: WVVXVXW
87: MGXGUSF
88: BWKXWVX
89: HMGJGJX
90: GJCHCFH
91: LHPKMXG
92: LHPVJXJ
93: LCVVJGD
94: COSKXKQ
95: PMSBPFQ
96: WVVXVXW
97: MGXGUSF
98: BWKXWVX
99: HMGJGJX
100: GJCHCFH



Lemmings

Hold down [L], [R], [SELECT] and [START] for a level-select.

After many hours of round-the-clock playing, the gang have put together this comprehensive list of passwords. Those rodents with a death wish will never cause you any problems again.

Fun skill level

1: SROTPT
2: ZBHPFLO
3: NCKDWKG
4: HCBMSOV
5: MCMKMXK
6: XSKFNBN
7: MTFCTNP
8: KPMKDCG
9: HMMRSDR
10: OXPKCHB
11: MCMKMXK
12: XSKFNBN
13: MTFCTNP
14: KPMKDCG
15: HMMRSDR
16: OXPKCHB
17: MCMKMXK
18: XSKFNBN
19: MTFCTNP
20: KPMKDCG
21: HMMRSDR
22: OXPKCHB
23: MCMKMXK
24: XSKFNBN
25: MTFCTNP
26: KPMKDCG
27: HMMRSDR
28: OXPKCHB
29: MCMKMXK
30: XSKFNBN
31: MTFCTNP
32: KPMKDCG
33: HMMRSDR
34: OXPKCHB
35: MCMKMXK
36: XSKFNBN
37: MTFCTNP
38: KPMKDCG
39: HMMRSDR
40: OXPKCHB
41: MCMKMXK
42: XSKFNBN
43: MTFCTNP
44: KPMKDCG
45: HMMRSDR
46: OXPKCHB
47: MCMKMXK
48: XSKFNBN
49: MTFCTNP
50: KPMKDCG
51: HMMRSDR
52: OXPKCHB
53: MCMKMXK
54: XSKFNBN
55: MTFCTNP
56: KPMKDCG
57: HMMRSDR
58: OXPKCHB
59: MCMKMXK
60: XSKFNBN
61: MTFCTNP
62: KPMKDCG
63: HMMRSDR
64: OXPKCHB
65: MCMKMXK
66: XSKFNBN
67: MTFCTNP
68: KPMKDCG
69: HMMRSDR
70: OXPKCHB
71: MCMKMXK
72: XSKFNBN
73: MTFCTNP
74: KPMKDCG
75: HMMRSDR
76: OXPKCHB
77: MCMKMXK
78: XSKFNBN
79: MTFCTNP
80: KPMKDCG
81: HMMRSDR
82: OXPKCHB
83: MCMKMXK
84: XSKFNBN
85: MTFCTNP
86: KPMKDCG
87: HMMRSDR
88: OXPKCHB
89: MCMKMXK
90: XSKFNBN
91: MTFCTNP
92: KPMKDCG
93: HMMRSDR
94: OXPKCHB
95: MCMKMXK
96: XSKFNBN
97: MTFCTNP
98: KPMKDCG
99: HMMRSDR
100: OXPKCHB

Tricky skill level

1: MCGZMGJ
2: KXSVBQV
3: GJWDHAG
4: HXVSDCL
5: BWKXWVX
6: NQSLXLM
7: ZMVFJXJ
8: JXKFSBD
9: WBLZWCB
10: JXKFSBD
11: WBLZWCB
12: ZMVFJXJ
13: BWKXWVX
14: HXVSDCL
15: GJWDHAG
16: KXSVBQV
17: MCGZMGJ
18: ZMVFJXJ
19: BWKXWVX
20: HXVSDCL
21: GJWDHAG
22: KXSVBQV
23: MCGZMGJ
24: ZMVFJXJ
25: BWKXWVX
26: HXVSDCL
27: GJWDHAG
28: KXSVBQV
29: MCGZMGJ
30: ZMVFJXJ
31: BWKXWVX
32: HXVSDCL
33: GJWDHAG
34: KXSVBQV
35: MCGZMGJ
36: ZMVFJXJ
37: BWKXWVX
38: HXVSDCL
39: GJWDHAG
40: KXSVBQV
41: MCGZMGJ
42: ZMVFJXJ
43: BWKXWVX
44: HXVSDCL
45: GJWDHAG
46: KXSVBQV
47: MCGZMGJ
48: ZMVFJXJ
49: BWKXWVX
50: HXVSDCL
51: GJWDHAG
52: KXSVBQV
53: MCGZMGJ
54: ZMVFJXJ
55: BWKXWVX
56: HXVSDCL
57: GJWDHAG
58: KXSVBQV
59: MCGZMGJ
60: ZMVFJXJ
61: BWKXWVX
62: HXVSDCL
63: GJWDHAG
64: KXSVBQV
65: MCGZMGJ
66: ZMVFJXJ
67: BWKXWVX
68: HXVSDCL
69: GJWDHAG
70: KXSVBQV
71: MCGZMGJ
72: ZMVFJXJ
73: BWKXWVX
74: HXVSDCL
75: GJWDHAG
76: KXSVBQV
77: MCGZMGJ
78: ZMVFJXJ
79: BWKXWVX
80: HXVSDCL
81: GJWDHAG
82: KXSVBQV
83: MCGZMGJ
84: ZMVFJXJ
85: BWKXWVX
86: HXVSDCL
87: GJWDHAG
88: KXSVBQV
89: MCGZMGJ
90: ZMVFJXJ
91: BWKXWVX
92: HXVSDCL
93: GJWDHAG
94: KXSVBQV
95: MCGZMGJ
96: ZMVFJXJ
97: BWKXWVX
98: HXVSDCL
99: GJWDHAG
100: KXSVBQV

Taxing skill level

1: PGPFTBP
2: CPZSRVX
3: SROKBPV
4: WZVSDMK
5: SPRVHRV
6: WBLVJOL
7: TXVZGXL
8: WBLVJOL
9: WBLVJOL
10: WBLVJOL
11: WBLVJOL
12: WBLVJOL
13: WBLVJOL
14: WBLVJOL
15: WBLVJOL
16: WBLVJOL
17: WBLVJOL
18: WBLVJOL
19: WBLVJOL
20: WBLVJOL
21: WBLVJOL
22: WBLVJOL
23: WBLVJOL
24: WBLVJOL
25: WBLVJOL
26: WBLVJOL
27: WBLVJOL
28: WBLVJOL
29: WBLVJOL
30: WBLVJOL
31: WBLVJOL
32: WBLVJOL
33: WBLVJOL
34: WBLVJOL
35: WBLVJOL
36: WBLVJOL
37: WBLVJOL
38: WBLVJOL
39: WBLVJOL
40: WBLVJOL
41: WBLVJOL
42: WBLVJOL
43: WBLVJOL
44: WBLVJOL
45: WBLVJOL
46: WBLVJOL
47: WBLVJOL
48: WBLVJOL
49: WBLVJOL
50: WBLVJOL
51: WBLVJOL
52: WBLVJOL
53: WBLVJOL
54: WBLVJOL
55: WBLVJOL
56: WBLVJOL
57: WBLVJOL
58: WBLVJOL
59: WBLVJOL
60: WBLVJOL
61: WBLVJOL
62: WBLVJOL
63: WBLVJOL
64: WBLVJOL
65: WBLVJOL
66: WBLVJOL
67: WBLVJOL
68: WBLVJOL
69: WBLVJOL
70: WBLVJOL
71: WBLVJOL
72: WBLVJOL
73: WBLVJOL
74: WBLVJOL
75: WBLVJOL
76: WBLVJOL
77: WBLVJOL
78: WBLVJOL
79: WBLVJOL
80: WBLVJOL
81: WBLVJOL
82: WBLVJOL
83: WBLVJOL
84: WBLVJOL
85: WBLVJOL
86: WBLVJOL
87: WBLVJOL
88: WBLVJOL
89: WBLVJOL
90: WBLVJOL
91: WBLVJOL
92: WBLVJOL
93: WBLVJOL
94: WBLVJOL
95: WBLVJOL
96: WBLVJOL
97: WBLVJOL
98: WBLVJOL
99: WBLVJOL
100: WBLVJOL

Mayhem skill level

1: XMTVWVD
2: KOTJAGV
3: SLDCLRR
4: RDXNVPV
5: BWMMLGV
6: KDHMTAT
7: LXTZBHP
8: LZNHMYH
9: WLLTTCQ
10: SXQXBNV
11: NPKORNV
12: QZVWVWV
13: FCLSLSP
14: LHTDDV
15: WMLGVGV
16: ZTTPGPH
17: XMTVWVD
18: KOTJAGV
19: SLDCLRR
20: RDXNVPV
21: BWMMLGV
22: KDHMTAT
23: LXTZBHP
24: LZNHMYH
25: WLLTTCQ
26: SXQXBNV
27: NPKORNV
28: QZVWVWV
29: FCLSLSP
30: LHTDDV
31: WMLGVGV
32: ZTTPGPH
33: XMTVWVD
34: KOTJAGV
35: SLDCLRR
36: RDXNVPV
37: BWMMLGV
38: KDHMTAT
39: LXTZBHP
40: LZNHMYH
41: WLLTTCQ
42: SXQXBNV
43: NPKORNV
44: QZVWVWV
45: FCLSLSP
46: LHTDDV
47: WMLGVGV
48: ZTTPGPH
49: XMTVWVD
50: KOTJAGV
51: SLDCLRR
52: RDXNVPV
53: BWMMLGV
54: KDHMTAT
55: LXTZBHP
56: LZNHMYH
57: WLLTTCQ
58: SXQXBNV
59: NPKORNV
60: QZVWVWV
61: FCLSLSP
62: LHTDDV
63: WMLGVGV
64: ZTTPGPH
65: XMTVWVD
66: KOTJAGV
67: SLDCLRR
68: RDXNVPV
69: BWMMLGV
70: KDHMTAT
71: LXTZBHP
72: LZNHMYH
73: WLLTTCQ
74: SXQXBNV
75: NPKORNV
76: QZVWVWV
77: FCLSLSP
78: LHTDDV
79: WMLGVGV
80: ZTTPGPH
81: XMTVWVD
82: KOTJAGV
83: SLDCLRR
84: RDXNVPV
85: BWMMLGV
86: KDHMTAT
87: LXTZBHP
88: LZNHMYH
89: WLLTTCQ
90: SXQXBNV

New York: Hard: M705/MB, Q2NHHV, S6FR2B4, S3BTML, V1P7FJ, H1FTUJ, PC3FWQJ, 340 Don J: Clay: BQ14065, 66PUJST, KX0X3RH, FTUWJC, 20NY0V, 4065GCP, DJ50X3H, M8C If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat on the player select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two. Every day can be a strawberries-and-cream day with these two smashing codes. The first is for round eight. The second gets you into the legendary exhibition match.

1: 8DVHPR YL7VITX
NGLOOHV 3CSH6D
D2LTZLA XD3HFF
LWJLMLN QJ4
2: KX0X3RH FTUWJC
20NY0V 4065GCP
D4STX8X D3HFTL
WUPJMMW LJW
For all you budding Backers out there, here's a groovy code to get you to the last championship, with the largest possible amount of championship points:

KX0X3RH FTUWJC 20NY0V 4065GCP
D4STX8X D3HFTL WUPJMMW IGG
Use the following codes to give Super Smash the player of your choice: D760AF4F-D761AF4F
Mac: D0290AD5
Amy: D029AD5
Brain: D021D0A5
Kim: D021AD5
Pn: D0250AD5
Lisa: D025AD5
John: D026D0A5
Enn: D026AD5
Myer: D026D0A5
Donna: D028AD5
Rich: D028D0A5
Nels: D02C0AD5
Hiro: D028D0A5
Coelette: D028AD5
Steve/Nancy: D02A0AD5-D02A0AD5
Rob/Yuka: D02A0AD5-D02A0AD5
Mark/Banjo: D0230AD5-D02A0AD5

Super Valis

7EFB528: Infinite energy
7EFAE10: Unlimited special attacks



The Addams Family

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stars, go left in the Hall of Stars until you're under the door above you. Now push up and a door will appear. Another useful source of coins and lives is the chimneys. Climb the noose at the far left of the grounds to get the Fuztopper. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
41Z1D	three hearts, 11 lives & 2KNC
72Z9R	four hearts, 18 lives & Puggle
2K94S	four hearts, 22 lives & Puggle, Gannly
LS94	four hearts, 33 lives & Puggle, Gannly and Feeder
BS1T	last level + five hearts
1111	100 lives

Here's a bonus tip:
At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick

up all the goodies. To start the game with an extra hit, go out of the first room on the left. Climb the tree and defeat the giant Budge. He'll give you the password &1917.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Screamman. Kill him and you'll get the password ?191D. You can now start with the maximum two extra hits.
7E00AC05: Infinite lives
7E00AC02: Invincible
7E00C302: Invincible

The Combat Tribes

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

The Legend of Zelda

7EF36D05: Invincible ten hearts
7EF36E08: Unlimited magic energy
7EF377A6: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

The Rocketeer

Try the following passwords:
490 629 313
435 765 818
435 454 215
318 469 417
040 473 312

The Terminator

7E031F05: Infinite lives
7E031C05: Infinite lives

Thunder Spirits

Experts at this super-tough shoot-'em-up will be pleased to hear it's possible to access a souped-up options screen. Make sure both jypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Click the game and you'll see the new set of options.

Tiny Toons

Easy level:
1. Looney West: BABS-GOGO-MAX
2. Wild West: PLUC-BABO-ELMY
3. Ghost House: MAX-CALA-SHR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK
Hard level:
1. Looney West: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE
Menu for each of the bonus games:
ELMY-SHR-CALA
7E0906D5: Unlimited life (energy)
7E0906A0: Super Dash. Dash is always available.
7E0906A4: Unlimited lives proper



TMNT IV: Turtles in Time

7E1A A099: Infinite lives (player one)
7E1A E059: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: (on verses mode)

Once again the trusty Konami cheat shows its worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A].

TMNT IV: Turtles in Time (US version)

7E1A A054: Infinite lives player one
7E1A 4A50: Infinite energy player one
7E1A E054: Infinite lives player two
7E04 BA50: Infinite energy player two

Top Gear

Here's a complete list of passwords. Remember that if you enter the UK password you can select any of the countries in that category.

Country	Amateur	Professional	Championship
S. America	Moontash	Four Meg	Educated
Japan	Geatosh	Legend	Oil Cloth
Germany	car park	Theworld	Wreckage
Scandinavia	Road hog	Lifetime	Canada
France	Emulator	Alchemy	Epylon
Italy	Analysar	A looper	Glucagon
UK	Horizons	Seasonal	Keelson

Alternatively, enter VALHALLA to open up all the tracks. This gives access to any circuit you choose.

7E1A A054: Unlimited lives
7E04 4A50: Unlimited energy

Top Racer (Japanese version)

7E1E 6C03: Infinite nitro player one
7E1E 6E03: Infinite nitro player two

Toys

7E18E05: Infinite energy
7E18C05: Infinite lives

Ultraman

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E03B06D: Infinite energy
7E0218D0: Unlimited time.

Un a Squadron

If you're a sucker for punishment and you find all the other settings for too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer'.
7E1008: Unlimited energy
7E00C091: Gives player 1 loads of money.
7E00D031: Unlimited conventional bombs (when selected).
7E00D032: Unlimited Mega Crush weapons.
7E00D014: Unlimited thunder laser. All other weapons can be found using code 1.
7E100801: Unlimited fuel.
If you're looking for a new challenge, enter the options menu and highlight game level. Hold [A] and [X] on controller two and change the difficulty setting with jypad one. A Super-tough Gamer level appears. Have a go if you dare!

Wanderers from Ys

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on jypad two. Return to the game and press [SELECT]. On the character display screen choose Status.

Pick up jypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on jypad one and press the action. On the character display screen, press [SELECT] on jypad two. Now sample all your favourite ditties!

Wing Commander

7E169107: Infinite missiles

WWF Wrestlemania (US version)

7E0E EC30: Infinite energy for your

wrestler — doesn't work on more than one. If you're playing tag-team or the survivor mode, the first wrestler you choose will be the one with infinite energy.

Xardian

7E02E04: Gives characters level 12

Y's II

7E12EE16: Infinite ring points
7E1294E8: Infinite hit points

Zelda III

7EF36E08: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D52: 10 hearts
7EF37447: All Pendants.
7EF36D40: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34011: Bow.
7EF34101: boomerang
7EF34201: hookshot.
7EF3430X: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombs. Median.
7EF34801: Ether meditation.
7EF34901: Quake meditation.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundoria.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flipper.
7EF35701: Moon pearl.
7EF3580X: Sword level (1-3).
7EF35A0X: 65head level (1-3).



While we're dedicated to tracking down every Super Nintendo tip, a few always get away. If you can help, send codes to TCC, SNES FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

[illegible]

The Guide Directory E n q u i r i e s

The ultimate reference guide to every Super Nintendo game continues to be our aim, and with over 200 games reviewed and rated we're almost there.

Acrobat Mission

● **Teichiku**
Good soundtrack but that doesn't make up for the unoriginal gameplay.
Force 65%

Actraiser

● **Enix**
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.
Force 87%

Addams Family

● **Ocean**
A lively one-player game with slick presentation and a funky soundtrack. Instantly addictive.
Force 85%

Aguri Suzuki

● **LOZC**
Fast, slick, well presented racing sim with neat two-player option. Also known as F1

Super Driving. Plays better than he drives — good job really!
Force 83%

Aliens vs Predator

● **IGS**
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!
Force 39%

Another World

● **Interplay**
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.
Force 85%

Arcana

● **Hal**
Testing import adventure game that is let down by poor graphics and frustrating gameplay.
Force 57%

Alien 3

● **Acclaim**
Possibly the best shoot-'em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel. The missions are varied and very challenging. Guaranteed to keep blast fans occupied for ages.
Force 92%



To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

Arcade

Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

Adventure/RPG

Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

Assault Suits Valken

● **MCS**
Japanese version of Konami's superb shooter Cybermator.
Force 89%

Astral Bout

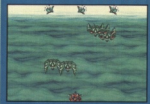
● **A-Wave**
A disappointing beat-'em-up short on moves and highly frustrating.
Force 42%

Augusta Masters

● **T&E Soft**
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and straightforward gameplay.
Force 81%

Axelay

● **Konami**
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.
Force 90%



Bar's Nightmare

● **Acclaim**
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.
Force 87%

Batman Returns

● **Konami**
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.
Force 82%

Beat-'em-up

Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good. The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

Battle Blaze

● **Sammy Corp**
Worst *Street Fighter II* clone ever. Lovely fantasy graphics, but literally only about four moves each!
Force 33%

Battle Clash

● **Nintendo**
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!
Force 35%

Battle Grand Prix

● **Naxat**
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!
Force 75%

Best of the Best

● **Loricel**
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.
Force 81%

Big Run

● **Jaleco**
Dodgy graphics make this racer a non starter. A game best forgotten about!
Force 25%

Bill Lamber's Combat Basketball

● **Hudson Soft**
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.
Force 45%

Blazeon

● **Atlus**
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.
Force 55%

Blazing Skies

● **Namcot**
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.
Force 72%

Blues Brothers

● **Titus**
Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.
Force 82%

B.O.B.

● **EA**
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.
Force 88%

Bulls vs Blazers

● **EA**

Platform

The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian. The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball. **Force 72%**

Cacoma Knight

● **Datam**
Very weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for while but not much lasting. **Force 72%**

California Games 2

● **DTMC**
Appealing follow up to this arcade classic. Good six-player option but nothing else to offer. **Force 68%**

Cal Ripken Jr Baseball

● **Mindscape**
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players. **Force 68%**

Cameltry

● **TAITO**
Also known as On The Ball. The constantly rotating play area is impressive for a while but there's very little attention to gameplay. **Force 68%**

Castlevania IV

● **Konami**
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around. **Force 88%**

Chester Cheetah

● **Kaneko**
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow. **Force 65%**

Chuck Rock

● **Sony**
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though! **Force 87%**

Cue

● **Parker Bros**
American conversion of the classic board

Contra Spirits

● **Konami**
Released in the UK as Super Protector. An excellent one- or two-player blaster full of power-ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though. **Force 92%**



Puzzle

Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although Tetris and Bombliss proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (Lemmings and The Lost Vikings for example) are puzzlers.

game Cludo. Stick to the original it's more enjoyable. **Force 85%**

Combat Tribes

● **American Technos**
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed. **Force 47%**

Cosmo Gang: the Video

● **Namcot**
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer. **Force 45%**

D-Force

● **Asmik**
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only. **Force 44%**

Darius Twin

● **Taito**
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action. **Force 50%**

David Crane's Amazing Tennis

● **Absolute**
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option. **Force 86%**

Desert Strike

● **EA**
Straight conversion of the classic helicopter-based Gulf War sim with digitized graphics, fast scrolling and addictive gameplay. **Force 87%**

Dinosaurs

● **IREM**
Great graphics but needs more levels — difficulty option adds variety. **Force 81%**

Dragon's Lair

● **Elite**
Excellent graphics, dodgy to control at first and damn hard — addictive as hell. **Force 87%**

Drakken

● **Infogrammes**

Plenty of playability and depth once you get past the early levels. **Force 84%**

Exhaust Heat II

● **Seta**
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant! **Force 84%**

Extra Innings Baseball

● **Sony**
Cutesy one- or two-player baseball sim with excellent gameplay. **Force 87%**

F-Zero

● **Nintendo**
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics — fast, brutal and fun. **Force 92%**



F1 Exhaust Heat

● **Ocean**
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up. **Force 85%**

F1 Super Driving

● **LOZC**
Japanese version of Aguri Suzuki. Good digitized graphics and special FX — and thankfully it plays better than he drives! **Force 82%**

Football 2000

● **Teichiku**
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved. **Force 72%**

Fatal Fury

● **Takara**
Another in the long line of SF2 clones. This 12 meg scrap looks cool but is frustrating to play. **Force 65%**

Final Fight

● **Capcom**
This great conversion of the classic arcade hit is only let down by its lack of two-player option. **Force 79%**

Final Fight Guy

● **Capcom**
Special edition of Final Fight which comes

with free CD and an extra character to choose. Still no two-player option though! **Force 76%**

First Samurai

● **Kemco**
Good special moves make this an enjoyable challenge. Gameplay can be frustrating. **Force 68%**

Final Fantasy II

● **Nintendo**
An excellent introduction to RPGs but lacks serious challenge. One for beginners only. **Force 76%**

Formula One Circus

● **Nichibutsu**
Unconvincing Japanese racer with an overhead view and useless sprites and awful bleepy sounds. **Force 58%**

Gamba League

Japanese version of Extra Innings.

George Foreman's KO Boxing

● **Acclaim**
Nasty Boxing sim, even the two-player option doesn't save it. **Force 45%**

Geoman Warrior

Japanese version of The Legend of the Mystical Ninja.

Gods

● **Mindscape**
Tough puzzles and tedious first levels but gameplay gets better. **Force 81%**

Golden Fighter

● **Culture Brain**
Annoying fighting game let down by poor the animation and gameplay. **Force 54%**

Gradius III

● **Konami**
One of the original horizontal shooters and the inspiration behind Parodius. Loads of great weapons and power-ups and super graphics. **Force 87%**

Gun Force

● **Irem**
Challenging but slow blaster with good graphics. **Force 70%**

Harley's Humongous Adventure

● **Hi-Tec Expressions**
One of the worst platform games around. We loathed it. **Force 38%**

Hat Trick Hero

Also known as Super Soccer Champ.

Sims/Strategy

The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '...it will help with my homework, honest.' Strategy games (from the equally *Populous* and *Powermonger* require a great deal of tactical planning.

Amusing but unrealistic football game with two-player option. Good graphics but frustrating gameplay. **Force 86%**

Hill The Ice

● **Taito**
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two. **Force 49%**

Hole in One

● **Hal**
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring. **Force 53%**

Home Alone

● **THQ**
Probably the singularly most appalling game on the SNES. Nuff said! **Force 18%**

Home Alone 2

● **THQ**
A vastly improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh. **Force 65%**

Hook

● **Sony**
Looks great, sounds great but falls down on playability. **Force 81%**

Human Grand Prix

● **Human**
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option. **Force 81%**

Irem Skins Game

● **Irem**
Excellent graphics and playability and a cool two-player option lets you play against mates for cash. **Force 86%**

Jack Nicklaus Golf

● **Konami**
Good golf sim, but limited number of holes to play. **Force 77%**

Jaki Crush

● **Naxat soft**
A bit too repetitive, but just imagine playing pinball in an abattoir! **Force 56%**

James Bond Jr

● **THQ**
Unrealistic scrolling, awful sound and nasty animation — stay clear! **Force 43%**

Jerry Boy

● **Konami**
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat. **Force 86%**

Jeopardy

● **Gametek**
Console conversion of American general knowledge TV quiz show. Needless to say all the questions are about America! **Force 45%**

Jimmy Connors' Tennis

● **Ubi Soft**
Above-average tennis sim with lots of variation. Slow at first but good fun. **Force 70%**

Joe & Mac

● **Elite**
Slick animation and smart visuals with a great two-player — levels are a bit samey! **Force 84%**

Joe & Mac 2

● **Elite**
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay! **Force 86%**

John Maddens Football

● **EA**
Terrible conversion of one of the best American Football sim ever. Get the sequel! **Force 45%**

John Maddens '93

● **EA**
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun. **Force 90%**



Ka-Blooey

● **Kemco**
Also known as Bombuzal. Weird puzzle with the emphasis on blowing up bombs and balancing on platforms. **Force 85%**

Kikkakaiki

● **Natsume**
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians. Well worth a look! **Force 85%**

King Arthur's World

● **Jaleco**
Excellent strategy/puzzle in the mould of Lemmings. Slow to start but lots of in-depth gameplay. **Force 82%**

King of the Monsters

● **Takara**
Great animation but dodgy music and poor FX mean you'll soon get bored. **Force 70%**

King Of The Rally

● **Melidac**
Sparse racing game with good graphics but not enough challenge and limited lastability. **Force 65%**

Krusty's Super Fun House

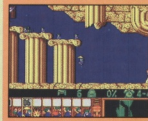
● **Accclaim**
Humorous gameplay with a good range of puzzles but too repetitive! **Force 62%**

Lethal Weapon

● **Ocean**
Run-of-the-mill shooter with very sad gameplay. **Force 57%**

Lemmings

● **Sunsoft**
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning. **Force 90%**



Lost Vikings

● **Interplay**
One of the most original games to grace the seas. Lost Vikings combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans. Others will be quickly converted. **Force 91%**

Musya

● **Datam**
Japanese cart with some nice touches, but nothing to really keep you playing. **Force 60%**

Mystical Ninja

● **Konami**
US version of Geoman Warrior. Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant! **Force 87%**

NBA All-Star Challenge

● **Accclaim**
Simplistic basketball sim with good graphics and five small sub-games but no match option. **Force 63%**

NCAA Basketball

● **Nintendo**
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect. **Force 86%**

NHL Hockey

● **EA**
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92. **Force 81%**



Magic Adventure

● **Bandai**
Unusual Japanese game with good graphics but bland gameplay. **Force 77%**

Magic Sword

● **Capcom**
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow. **Force 64%**

Mario Paint

● **Nintendo**
Fun-packed but basic art package for kids. **Force 82%**

Mech Warrior

● **Activision**
A complicated action and strategy title. **Force 79%**

Mickey's Magical Quest

● **Capcom**
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting. **Force 81%**

Monopoly

● **Parker Bros**
Bad sound and FX make this poor conversion of the board game very boring indeed — horrible! **Force 25%**

NHLPA Hockey '93

● **EA**
Updated sequel with improved playability, loads of stats and furious lighting scenes. **Force 86%**

Nolan Ryan's Baseball

● **Romstar**
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay. **Force 64%**

On The Ball

See Cameltry

Out of This World

● **Interplay**
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive. **Force 85%**

Paperboy 2

● **Mindscape**
A horrible conversion of a horrible game. Very dated and very poor. **Force 33%**

Parodius

● **Konami**
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy though! **Force 87%**

Arcade

Adventure/RPG

Beat-'em-up

Platform

Pebble Beach Golf

● T&E Soft
Brilliant digitised graphics and simple but responsive controls. Only one course but it's very good!
Force 83%

PGA Tour Golf

● EA
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey... that's golf!
Force 85%

Phalanx

● Kemco
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.
Force 74%

Pilotwings

● Nintendo
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying 'game'!
Force 91%



Pine Dream

● Kemco
A two-player puzzle high on good graphics but short on thrills.
Force 74%

Pit-Fighter

● THQ
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.
Force 36%

Pocky and Rocky

● Natsume
See Kikkikai

Pop 'n Twinbee

● Konami
This colourful shooter combines the excellent graphics of Axelwing with cute appeal of Parodius. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.
Force 80%

Populous

● Anco
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.
Force 81%

Power Athlete

● Kaneco
On no, another SF2 clone, only with graphics a Game Gear would reject!
Force 25%

Powermonger

● Powermonger
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.
Force 64%

Prince of Persia

● Konami
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!
Force 89%

Pro Quarterback

● Tradewest
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.
Force 66%

Pugsley's Scavenger Hunt

● Ocean
Very good sequel to the last Addams Family release, boasting incredible graphics and sparkling tunes — not as playable though!
Force 85%

Push Over

● Ocean
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.
Force 78%

Q*Bert 3

● NTVIC
Cool graphics but monotonous gameplay soon gets boring.
Force 64%

Race Driving

● ?
One of the most racing games of all time.
Force 25%

Radical Psyche Racing

● ?
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.
Force 26%

Raiden Trad

● Electro Brain
Another arcade blaster featuring a two-player simultaneous option but not much else.
Force 65%

Rampart

● EA
Wall-building sim with below average graphics and poor sound — lacks depth and playability.
Force 51%

Ranma 1/2

● NCS
Cutesy Japanese Anime beat-'em-up based on popular cult cartoon. A fluffy version of SF2. Weird and wacky but not as good as the sequel.
Force 80%

Ranma 1/2 Part 2

● NCS
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!
Force 85%

Rival Turf

● Jaleco
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.
Force 55%

Road Runner: Death Valley Rally

● Sunsoft
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.
Force 84%

Robocop 3

● Ocean
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.
Force 46%

Roger Clemens MVP Baseball

● Acclaim
Disappointing baseball sim from the Major League's most talented pitcher.
Force 45%

Royal Rumble

● Acclaim
This sequel to WWF Wrestlemania is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately far too easy.
Force 80%

RPM Racing

● Interplay
Off-Road style racer with cool split screen for simultaneous two-player head-to-head challenge. Gameplay is too repetitive.
Force 68%

Rushing Beat Run

● Jaleco
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.
Force 74%

Sim City

● Nintendo
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!
Force 88%

Sim Earth

● Imagineer
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.
Force 74%

SkullJagger

● American Softworks
This hack 'n' slash piracy affair is too frustrating to be an essential purchase.
Force 62%

Sky Mission

See Blazing Skies

Smart Ball

● Konami
US version of Jerry Boy. Masses of power-ups, colourful visuals and an

Shadow Run

● Data East
Addictive and playable adventure/sim with cool sounds, vivid series and logical puzzles. Rivals Zelda for best of its class — Superb.
Force 92%



enormous playing area in this cute platform adventure — very addictive but a little bit easy.
Force 87%

Sonic Blast Man

● Taito
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.
Force 69%

Soul Blazer

● Enix
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.
Force 84%

Spanky's Quest

● Natsume
Platform-based arcade action starring an ape. Work your way through the endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited lability.
Force 75%

Spiderman and the X-Men

● Acclaim
A real disappointment considering how good Spiderman on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.
Force 75%

Spindizzy Worlds

● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.
Force 82%

StarFox

● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.
Force 85%

StarWing

Official UK version of StarFox.

Strike Gunner

● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!
Force 63%

Street Fighter II

● Capcom

The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of his special moves take a while to master but once you sort this of the game is only limited by your own skill.

Force 96%



Street Fighter 2 Turbo

● Capcom

With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you. Buy it!

Force 96%



Striker

● Elite

Without a doubt the fastest soccer sim to date. Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

Force 82%

Super Action Football

● Nintendo

This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorienting feel. Still a pretty good game though not in Madden's class.

Force 77%

Super Adventure Island

● Hudson Soft

A fast scrolling arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

Force 84%

Super Aleste

● TOHO

A fast vertical shoot-'em-up that's really rather nice and detailed.

Force 78%

Super Bases Loaded

● Jaleco

Also known as Super Pro Baseball. Sketchy baseball sim with an unfinished look to the graphics — good gameplay but lacks presentation.

Force 45%

Super Batter Up

● Namco

Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

Force 83%

Super Battletank

● Absolute

A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

Force 57%

Super Bomber Man

● Hudsonsoft

The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

Force 78%

Super Bowling

● Technos

A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

Force 70%

Super Cup Soccer

● Jaleco

Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

Force 72%

Super Double Dragon

● Tradewest

Traditional rough 'n' ready sideways scrolling beat-'em-up. Graphics and FX are bland but gameplay is fun especially for two.

Force 70%

Super Dunkshot

See NCAA Basketball

Super Fire Pro Wrestling

● Human

Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

Force 45%

Super Formation Soccer

● Human

Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Choice of exhibition match or World Cup and a good variety of players each with individual attributes. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

Force 84%

Super Goal

See Super Cup Soccer

Super Ghouls 'n Ghosts

● Capcom

Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

Force 88%

Super James Pond

● Ocean

This classic features some of the most colourful graphics of any seas game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

Force 85%

Super Kick Off

● Anco

Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

Force 76%

Super Mario Kart

● Nintendo

The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options plus a choice of Grand Prix, Battle or Time Trial. Non-stop fun but maybe a bit limited for solo drivers.

Force 90%



Super Mario World

● Nintendo

Mario's first 2D adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune, and the best playability ever — recommended to everyone.

Force 85%



Super NBA Basketball

● Tecmo

Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

Force 88%

Super Off-Road

● Tradewest

Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

Force 51%

Super Pang

● Capcom

This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

Force 80%

Super Play Action Football

● Nintendo

Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

Force 77%

Super Pro Baseball

See Super Bases Loaded

Super Protector

See Contra Spirits Also known in US as Contra III

Super R-Type

● IREM

One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space shooter has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

Force 83%

Super Smash TV

● Acclaim

Gruesome blaster based on futuristic Running Man style quiz show where the aim is to kill or be killed. Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first but once you get the four buttons fires in a different direction but this doesn't take too long to get to grips with.

Force 87%

Super Soccer Champ

See Hat-Trick Hero

Super Strike Eagle

● Microprose

A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

Force 78%

Super Strike Gunner

● NTVC

Very easy up-the-screen-space-based shooter that takes about an hour to complete. No lability at all.

Force 55%

Arcade

Adventure/RPG

Beat-'em-up

Platform

Super Star Wars

● JVC

One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen (and heard) to be believed.

Force 82%



Super Swiv

● Storm

Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

Force 78%

Super Tennis

● Nintendo

Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

Force 88%

Super Tetris 2 + Bombliss

● BPS

Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money can't you're a fan of classic puzzlers.

Force 85%

Super Valis

● Telenet

Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay is unchallenging.

Force 80%

T2 Judgment Day

● Acclaim

Another disappointing film licence. T2 promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited liability.

Force 48%

Taz-Mania

● T*HQ

A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

Force 86%

Terminator

● Mindscape

Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

Force 55%

Test drive II

● Accolade

Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

Force 78%

The Hunt For Red October

● Hi-Tech Expressions

Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

Force 55%

Tiny Toons

● Konami

Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game — but the fun finishes far too quickly. A joy to play and a brilliant laugh but too easy!

Force 87%

The Rocketeer

● IGS

Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections. Gameplay lacks excitement and challenge — the graphics are passable but that's about it.

Force 45%

Thunder Spirits

● Selka

Another in a long line of samey Japanese shooters. Decent graphics but nothing in the gameplay department to stimulate interest.

Force 65%

Tom and Jerry

● Hi-Tech Expressions

A god-awful, lifeless conversion of a classic cartoon. Some really good graphics but the annoying control system makes gameplay really frustrating.

Force 44%

Top Gear

● Kemco

Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super

gameplay make sure you'll be playing under the chequered flag come down.

Force 88%

Tuff E Nuff

● Jaleco

An above average beat-'em-up with large sprites, impressive speech and an action replay feature. Lacks challenge in one-player mode and the glitchy animation becomes frustrating.

Force 65%

Turtles in Time

● Konami

Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

Force 75%

Ultraman

● Bandai

Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

Force 51%

UN Squadron

● Capcom

One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down' when there is plenty of action on screen.

Force 83%

Waialae Country Club

● T&E Soft

Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is just to slow.

Force 78%

Warp Speed

● Accolade

Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet. Maybe a bit dated but still enjoyable.

Force 75%

Wheel Of Fortune

● Gametek

American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player. The highlight for many is the digitised Yanna White but even she can't save the show.

Force 57%

Wing Commander

● Mindscape

An excellent intergalactic fighting adventure with stunning visuals, odds of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slow down when the action gets really hot.

Force 84%

World Class Rugby

● Imaginer

Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup. The control system is a little awkward and unrealistic but good fun nevertheless. An excellent attempt at console rugby.

Force 78%

Wordtris

● Spectrum Holobyte

A strange and disappointing twist to Tetris. Matching letters instead of blocks doesn't work anywhere near as well. Whereas the original Tetris was fast, compulsive playing this is nowhere near as addictive and playable.

Force 45%

WWF Wrestlemania

● Acclaim

A good arcade conversion capturing all the thrills and spills of WWF wrestling. All the WWF legends are featured — Hulk Hogan, Randy Savage, The Undertaker etc. Tough at first with a lot of button pressing — limited for one.

Force 83%

X-Zone

● Kemco

Another SuperScope game, and easily the best of a very bad bunch. The aim of this shooter is to overcome the defences of a computer that's gone out of control.

Force 61%

Xardion

● Asmik

Boring Jap blaster with some neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay although this raises it to a just-above-average status.

Force 60%

Zelda 3: A Link to the Past

● Nintendo

A superb and unsurpassed RPG with great effects and 3-D maps. The graphics aren't spectacular but the riveting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

Easy to get into, very hard to get out of and even harder to complete. Without a doubt the best RPG ever — can't wait for the sequel!

Force 93%



Catch up on the Nintendo scene in The Guide next month when the most informed reference section gets even bigger.

Puzzle

Shoot-'em-up

Sports/Racing

Sims/Strategy

MORTAL KOMBAT

Even though the SNES version of *Mortal Kombat* been toned down, it's still a pretty gruesome affair and has really fueled the great video game violence debate. Rather than sit back and watch events come to a head, we initiated proceedings by inviting arguments for and against.

We began with Mary Whitehouse's National Viewers & Listeners Association, whose General Secretary, John Beyer, issued these words of wisdom:

"Quite frankly, we don't believe these games are good for anybody, and the sooner the manufacturers realise what harm they're doing the better." But when challenged to provide evidence to back up his claims (many people have sought a direct link between what we see and what we do, but none have found one), all he could say was "...constant or prolonged exposure to blood and gore of this nature may make games players believe that violence can be a justified means to an end. Almost acceptable in some perverse way."

"We are also concerned," he added, "that children could try to reenact certain parts of the game, thereby causing damage to themselves or others."

Naturally, nobody wants to see causing owners suffering in any way whatsoever from the games they play, least of all us. But we were still having difficulty accepting the fact that games do, in fact, have any adverse effect.

"We firmly believe that people are influenced by what they play," he stipulated, "and that their behaviour can be directly affected by what they watch onscreen."

"Some children are able to overcome the effects," he conceded, "although many others are vulnerable. What these games do is not the conscience and can make people want to act out their fantasies." Amazingly, according to Mr Beyer, "even traditional role-playing games can do the same thing."

Despite being unable to prove any of the Association's claims, Mr Beyer was unwavering in his beliefs.

Armed with a snes, a copy of *Mortal Kombat* and a transcript of Mr Beyer's comments we invited the teachers and pupils of a local comprehensive school to play the game and give us their views. Tom Titchmarsh (18) declared "I find the censorship patronising and self-defeating." When asked if games with a particularly high 'gore count' should be restricted to over 18s Simon Bowes (12) protested No. Because being told you can't do something just makes you want to do it all the more."

School teacher Brian Sharp was less convinced "Since we can never guarantee that children have a strong and caring background through which they can make rational judgments about apparently belittling human beings, I feel that some warnings should be posted on the games for parents/guardians to make judgments."



I find the censorship patronising and self-defeating.

Tom Titchmarsh (18)



I love the blood and gore spurring everywhere.

Sara Randall (14)



Warnings should be posted on games for parents.

Brian Sharp (36)

Not being ones to sit around on our laurels, we took our findings to Acclaim themselves. Producers of the home console version of *Mortal Kombat*, if anyone would be prepared to defend the violence in it, was surely they...

Managing Director of Acclaim UK, Nick Garnell, hit back at the National Viewers & Listeners Association in no uncertain terms, dismissing John Beyer's statements as 'very rash and badly-supported arguments. Mr Beyer's claim that they "rot the conscience" is a good example' he added, saying "...this is nothing short of alarmist nonsense. Where is the evidence?"

"It has always been the case that adults have found it difficult to understand the tastes of their children — look at past reaction to rock music and many television programmes," cited Mr Garnell. "But unfortunately, the next step for many is to attack what they don't understand."

Acclaim's liberal view is that children of all ages should be allowed to enjoy entertainment of this nature without fear of reproach: "Video games, like many other activities, give kids a harmless and exciting outlet for enjoyment and competition. The Mary Whitehouse Association statement that "we don't believe these games are good for anyone" simply reveals an ignorance of the facts and a blinkered unwillingness to accommodate other peoples likes and tastes."

We asked Nick to answer a few questions...

SNES FORCE: What made you decide to take on the *Mortal Kombat* licence from Williams?

Acclaim: Successful arcade titles have always been a key source of subjects for video games. We are immensely pleased with the closeness of our game to the original.

SNES FORCE: Many Super Nintendo owners will be disappointed by the absence of blood and the gory and sequences in *Mortal Kombat*. Did your original snes version contain blood and feature the original arcade death moves?

Acclaim: No-one will be disappointed with *Mortal Kombat*!

SNES FORCE: If so, what explanation did Nintendo give for cutting them out? If not, why did you develop a Sega version with all the blood and gore and a really tame snes version?

Acclaim: As you know, publishers must gain approval from both Sega and Nintendo before publishing for their systems — so it's quite likely that the two games would turn out slightly different.

SNES FORCE: Inevitably moralists will object to the violence in *Mortal Kombat*. What are your views on the argument that people playing violent video games are more likely to be involved in acts of violence?

Acclaim: There is absolutely no evidence for that claim, it's simply unhelpful scare-mongering! The counter-argument that video games provide an enjoyable and harmless outlet for enthusiastic competition is for more compelling.

SNES FORCE: Would you support a scheme giving video games a certified rating and do you think MK should be a certificate 18 game?

Acclaim: If the industry and the consumer believes it's the way forward then we would be happy to enter into the discussions. But we do not currently believe this is necessary. And no, *Mortal Kombat* is certainly not an 18-rated video game.

Next Month!



2nd September

EDITORIAL (0554 875851) EDITOR: Chris Rice PRODUCTION EDITOR: Carl Rowley SUB EDITOR: Barnaby Page REVIEWERS: Will Evans Simon Hill Chris Hayward Tim Henschmann Rob McMillan EDITORIAL ASSISTANT: Kevin Bailey CONTRIBUTORS: Norton Kai Allist Bryce DESIGN: SENIOR DESIGNER: Charlie Chubb GB FORCE DESIGN: Lee K. Tisdale COVER ARTWORK: Acclaim For LAI SCANNING OPERATOR: Michael Parkinson ADVERTISING (0554 875851) ADVERTISEMENT MANAGER: Neil Dyson ADVERTISEMENT SALES: Michelle Batten Pete Raybould AD PRODUCTION: Jackie Morris Clive Jones PRODUCTION MANAGER: Franco Frey DISTRIBUTION (0555 875888) CIRCULATION MANAGER: David Jones SUBSCRIPTIONS 0951 357 1275 See page 66 MANAGEMENT PUBLISHER: Eddie McKendrick Ltd. "Mortu", "Super NES", "SNES", "Game Boy", "Starwing" and "Zelda" are trademarks of Nintendo Entertainment Co (UK) and associated worldwide subsidiaries and parents. Certain screen shots are copyright Nintendo Entertainment Co (UK) All trademarks and copyrights are recognised. Published every 6 weeks in the UK by BPCCL (Carlisle) Ltd. If they gave Mary Whitehouse a TV channel of her own, would she stop interfering with everyone else's? — anon

98 Reset

SNES FORCE ■ September '93

STREET FIGHTER II TOBY EDITION

OH DEAR! A DISASTER FOR WITCHELL AS THE BLONDE BOMBHELL BREAKS EVERY SINGLE BONE IN HIS BODY WITH A SINGLE MOVE!



OVER TO THE NEXT FIGHT WHERE BRETT ANDERSON FROM SUJDE UNVEILS HIS REVOLUTIONARY FIGHTING TECHNIQUE IN A CLASH WITH THE HUNCH-BACK OF NOTRE DAME!



MEANWHILE, TROUBLE FOR NOEL EDMONDS AS IT SEEMS TOBY HAS INFLICTED SOME SERIOUS DAMAGE WITH THAT LAST KICK.



OKAYOKAY HOLD IT! STOP RIGHT THERE! AS A CONCERNED MORAL GUARDIAN AND GENERAL KILLOFF, I'M INTERRUPTING THIS COMIC STRIP TO COMPLAIN ABOUT ALL THIS UNNECESSARY BRUTALITY!



OH YEAH! WELL I'M JEAN-CLAUDE VAN DAMME AND I'M INTERRUPTING THIS INTERUPTION TO SMASH YOU IN THE FACE!



BACK TO THE TOURNAMENT FINA AND A TENSE BATTLE OF WITS AND GRATUITOUS VIOLENCE AS TOBY AND GODZILLA SQUARE UP FOR THE FINAL CONFRONTATION!



OH NO! AN APPALLING START FOR TOBY AS GODZILLA BITES HIS HEAD OFF AND SPITS IT OUT!



BUT ALL I CAN THINK OF IS THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE



THE T.C.R. COMPUTER EXCHANGE STOCK AN UNBELIEVABLY WIDE RANGE OF SNE'S GOODIES - AND WHETHER YOU'RE AFTER BRAND NEW TITLES OR QUALITY SECOND-HAND ONES, THEIR PRICES ARE ASTOUNDINGLY LOW!



LOOK AT THIS SPREAD OF NEW GAMES - JUST A TEENTY FRACTION OF THEIR OVERALL STOCK! TO ORDER, JUST TICK WHAT YOU WANT AND POST THIS PANEL TO "T.C.R. COMPUTERS", 143 WHITFIELD ST, LONDON W1P 5RY!! DON'T FORGET YOUR NAME + ADDRESS!!

NEW SUPER-NES STUFF!

- ☐ STREET FIGHTER TURBO £44
- ☐ SHADOW RUN £48.95
- ☐ FINAL FIGHT 2 £38.95!!!
- ☐ 16-BIT ADAPTOR £12
- ☐ SUPER BOMBERMAN £54.95
- ☐ POCKY + ROCKY £44
- ☐ STARFOX/WING £43.95
- ☐ SUPER SOCCER 2 £54.95
- ☐ STRIKER £43.95
- ☐ MARIO ALL STARS £44
- ☐ TUFF-E-NUFF £48.95
- ☐ SUPER FAMILY TENNIS £44
- ☐ 5-PLAYER MULTITAP £24.95
- ☐ TAZMANIA £43.95

CANT SEE WHAT YOU WANT? CALL US ON 071 388 2613! OUR PRICES ARE LOW!!

WHY NOT CALL ENOW NOW ON 071 388 2613 FOR UP-TO-THE-MINUTE INFORMATION!



AND SO WITH A STOMP OF HIS FOOT GODZILLA WINS THE CHAMPIONSHIP!!



BUT IT'S SURELY ENTERTAINING

POSTAGE: PLEASE ADD £1 FOR CERT. OF POSTAGE, £2.50 FOR RECORDED DELIVERY ALL PRICES SUBJECT TO CHANGE. TRADE ENDS WELCOME. AND SUPERMAYO 2 IS ON ITS WAY.

© 1994 T.C.R. COMPUTER EXCHANGE. ALL RIGHTS RESERVED.

THE ULTIMATE PARTY ANIMAL IS HERE!



Spring has sprung and a young man's fancy turns to thoughts of...KIWI'S!

At least if you're a Tasmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tasmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:
"GRRR/&*(!%\$!!!"



"Superbly polished product,
 mountains of fun...
 simply brilliant!"
 Super Pro 90%

"Full to bursting, overflowing
 with characters and hazards."
 Super Action 87%

"A cracking racing game...
 a treat to look at!"
 Snes Force 86%

T•HQ International



SUPER NINTENDO
 ENTERTAINMENT SYSTEM
PAL VERSION

Coming Soon for
GAME BOY

TAZ-MANIA, characters, names and related indicia are trademarks of Warner Bros. © 1993 Nintendo.
 Super Nintendo Entertainment System™ Game Boy™™ are Nintendo product names and other marks owned by
 TM™ are trademarks of Nintendo. TAZ: The Ultimate Party Animal is a registered trademark of TAZ, Inc. © 1993 TAZ, Inc.